THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE



SEGA
No.1 FOR SATURN

ISSUE 33 £2.95
JULY 1998



FIRST SHOTS OF
D2

Dreamcast™
STORY OF THE YEAR!



- Over 30 Screenshots
- Sega President Interviewed
- Euro Launch Games and Details

Sorted! 24 Pages of Tips

THE NEW MACHINE EXPOSED!

See the Arcade Beating Power of Dreamcast!





PLUS! SHINING FORCE 3 AND RIVEN REVIEWED!
DEEP FEAR, GUNGRIFFON 2, DAYTONA USA 2!

Hello You!



I daresay that you've bypassed my rabid droolings here on page three and made good with your fingers to the news section for the BIGGEST story of the year. It's the hardware launch of the decade, the most important chapter in Sega's near 50 year history... and I was there to witness it.

Sega's Dreamcast machine has astounded all those who've seen it in action and no-one in their right mind has any doubts as to the future of the company. This machine can seemingly accomplish miracles with little effort whatsoever and it comes as no surprise to learn that Sega already have Model 3 games replicated near perfectly on the Dreamcast... including the legendary Virtua Fighter 3.

But AM2 have admitted (just as we're going to press) that the game is also up and running on the Saturn as well, just as they promised two years ago now. What to do? Which one should be released?

The answer's obvious to me. Get the Saturn game out there as one last final hurrah for the machine from the world's most prolific arcade coding team... and then reinvent the game for Dreamcast. One of the most interesting things I picked up whilst interviewing Sega Enterprises President Shoichiro Irimajiri is that Sega as a company no longer perceive arcade conversions as their core business. House of the Dead shows that what makes a great coin guzzler is not necessarily the greatest of home games. With Dreamcast, coders have the power to match Model 3 visuals and the depth to increase gameplay exponentially. That should mean more modes, more characters and more lastability. I'll grudgingly concede that Namco have managed this pretty well with their Soul Blade and Tekken 3 translations, but with the power of Dreamcast even the sky's no longer the limit!

The overall message I got from the Dreamcast announcement was of a fundamental change in Sega's philosophy. Mr Irimajiri's vision is to take stock of Sega from the consumer's viewpoint and produce the machine and games that will appeal to everyone. He talks a great fight, and any one who has seen the hardware in action at the New Challenge Conference and subsequently E3 will know that he has the power to back it up - certainly he has the all-important third party support already in the bag. But to be honest, speaking as a consumer, I expect nothing less from a company of Sega's stature. Roll on the games!

RICH LEADBETTER

Top Ten Annoyances



1. Not being able to breakdance
2. Waiting
3. Sega - six tickets to Japan next time, please!
4. Sunshine - stuck in office
5. Sunshine - sweaty Underground journeys from hell
6. That bloke we can't understand who keeps phoning. "Whuh whuh flah da thaturn inth anthy whuh whag whuh?" That's what you talk like, that is.
7. Our pasty white legs
8. Adam 'sponsored by Nintendo?' Ay
9. Captain Birdseye? Imposter!
10. X-Men vs SF release - not gonna happen

Top Ten Good Things

1. Sunshine - healthy tans
2. Sunshine - subconscious happiness
3. The future - looking good!
4. Pies!
5. Still having jobs
6. Cornershop - one-hit-wonders. Hooray!
7. World Cup fever...
8. Football on TV all day...
9. Football on TV all night...
10. "We're... gonna.. score... one... more... than... you. England!"



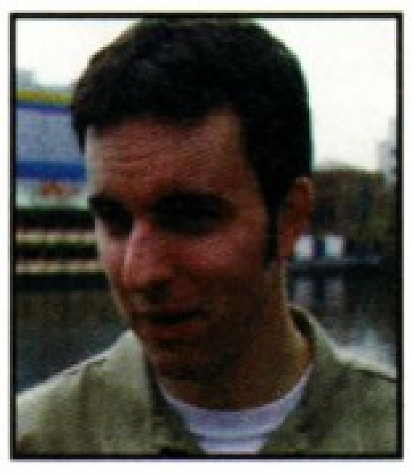
Five records probably playing on Sega's radio:

1. Natalie Imbruglia - Big Mistake
2. The Bee Gees - Tragedy
3. Bon Jovi - Living on a prayer
4. Stone Roses - The Second Coming
5. Prince - 1999



The Nightmare Cast!

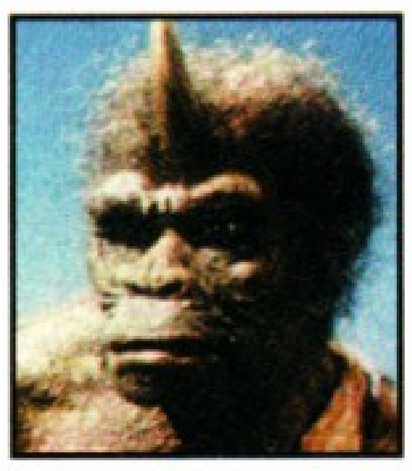
We're all a bit tired and emotional this month. Rich was emailing news and pictures back to us as soon as the Japanese show ended, with each following message spilling more incredible beans about the Dreamcast. How excited? Well, let's just say that the office cleaners had to work overtime to remove the staining...



MATT

Richard's been off flying around the world to get this month's incredible Dreamcast exclusives, which means good news for you, and good news for us - Matt's in charge! Bye-bye getting in on time to impress the Master, hello rolling in at 11:00am, taking a three-hour lunch break and sitting around in our underpants smoking cigars all afternoon. Then we scoot off home at 4:00pm, just in time to catch Home & Away! Matt for Prime Minister! Vote Matt!

LEE



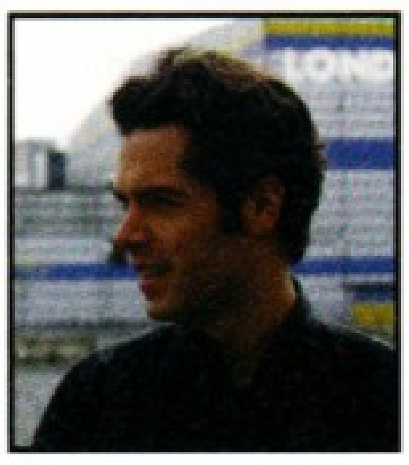
Hello everyone, Lee here. I'd like to speak out against these horrible accusations that my colleagues have been levelling against me. Yes, I am quite abnormally hairy, but that's due to a sad genetic abnormality. And as for the violent behaviour, well, when you've been raised in the wild by wolves, a man's gotta learn how to survive. If a few people get hurt, well, that's their problem. Know what I mean?



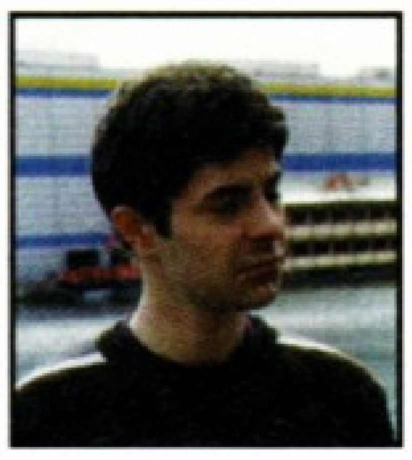
GARY

Gary was taken apart, then put back together again with a few vital bits missing. He dances to his own tune in the crazy discotheque of life, shying away from the harsh strobe lights of reality, seeking shelter in the chill-out room of his mind. Such is his knack for sitting still in a zombie-like state, we have to poke him with a stick every couple of hours to make sure he's still alive. He's becoming resistant to stick-poking though - looks like we'll have to start setting Lee on him.

JASON



"If time is an abstract concept formed only to help our minds cope with understanding the infinite nature of the Universe and the variables inherent in comprehending time itself," ponders Jason, "then how come it always takes me five minutes longer to get to work in the morning than it does to get home at night?" We don't know, Jason. But we can answer your other question - yes, the fridge light DOES go out when you close the door...



NICK

"Oh my God! I can't believe he's wearing THOSE shoes with THOSE trousers. Black shirt? Oh no, black is just so last year it's not true. Personally, I think the whole clothes thing is on the way out. I mean, everybody was wearing clothes last year! Think I'll come into work naked tomorrow, that'll set the fashion cat amongst the style pigeons. No clothes are the new clothes, bare feet are the new shoes!

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Distribution **BBC Frontline**
Printing **Southern Print**

SUBSCRIPTION RATES
UK £33.00 Airmail Europe £46.00 Airmail Zone 1 £73.00 Eire £46.00 including postage and packing.

SUBSCRIPTION/BACK ISSUES ENQUIRIES
Sega Saturn Subscriptions, Sovereign Park, Leicester LE87 4PA. LE16 9EF. Phone (01858) 435350

RICH'S FINAL WORDS OF THE ISSUE
Special thanks to Sega's Mr Miyake and Mr Kawamura for an absolutely astounding experience in Japan - the best overseas trip I've been on!

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Deep Fear

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Experience the terror in Sega's Saturn exclusive answer to Resident Evil 2...

Exclusive



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One of the finest adventures ever crafted, Shining Force 3 kicks major league posterior!

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▲ Burning Rangers: The guide!

Exclusive





Sega's new machine finally unveiled... and we have 12+ pages of hardcore coverage!

Enter the Dreamcast!

Page 6

NEWS

Enter The Dreamcast!

New Sega Hardware Officially Unveiled ■ Japanese Launch on November 20 ■ Autumn 1999 for US and Europe ■ Ready yourself for coverage of the biggest launch party in Sega's history!

ON MAY 21, SEGA FINALLY unveiled its next generation hardware, Dreamcast, which offers raw 3D power the like of which has never been seen before. Forget Model 2. Banish all thoughts of Model 3. Dreamcast can do all of this - and more - standing on its head.

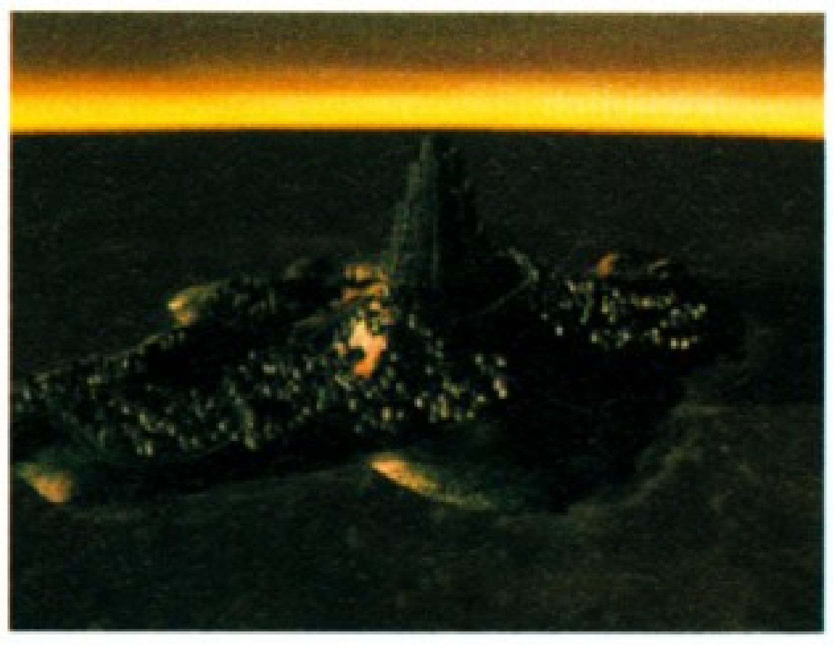
You might think "sure, drooling sycophantic praise from the official Sega magazine", but you really are going to have to trust us on this one - Sega have got everything right for the launch of the Dreamcast. That means incredible hardware far beyond anything you've seen yet, but more importantly, a new dimension of gameplay that will bring the mass market back to Sega.



▲ The radical new Dreamcast design. There isn't even a Sega logo on the machine itself.



▲ Over 1 million polygons in this demo!



▲ All at high-res and 60 frames...

The new platform was announced at the Sega New Challenge Conference in the New Otani Hotel in central Tokyo (where SSM was holed up for the duration of the trip), and was staged in a vast basement, with over 1,000 delegates attending. Mr Shoichiro Irimajiri, President of Sega (and interviewed on page 10) hosted the proceedings, stating right from the out-set that there will not be a better machine until beyond the millennium. From what we've seen at the conference and subsequently at E3, we believe him. Completely. As the Dreamcast hype increases over the months leading up to the November 20 release date, we're sure that you'll be captivated too.

Put it this way - hardware specs are no longer relevant. The power of Dreamcast is limited only by the imagination of the people coding it.



▲ Not even Model 3 does lighting like this!

IF LOOKS COULD KILL

The machine case for the Dreamcast looks very classy indeed. At the moment, the machine is at an advanced prototype stage. The internal electronics are literally weeks away from completion and the casing



▲ The Tower of Babel demo, produced in less than ten days, directed by Yu Suzuki.

Info Explosion!

We interview the President of Sega!

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First 128-bit game!

Warp's D2 revealed on Dreamcast

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Eurovision!

Big name Euro coders sign up with Sega

PAGE 14

Believe it!

Dreamcast out-specs Model 3! Full story!

PAGE 11



▲ More Dreamcast effects Model 3 can't handle! Sonic Team produced this amazing demo.

is all but final... just the colour of the Dreamcast remains to be decided.

The machine itself is around N64 size, but considerably heavier. Further comparisons with the Nintendo hardware can be drawn from the observation of four control ports on the front of the machine. Additionally, Sega are planning a multi-colour range of controllers, some of which were on display in glass cases at the New Challenge party.

The controller itself is most impressive indeed. It might look large in the pictures on these pages, but in reality it's barely larger than the NiGHTS pad we know and indeed love. Capcom purists may bemoan the lack of six front-mounted buttons, but market research showed that casual gamers were put off by the button heavy Sega pads of yore.

The demos revealed were amazing... but only utilise a small part of Dreamcast's power

However, the BIG news concerned the memory packs. Like N64, they plug directly into the controller. However, Sega's packs have front mounted LCD screens which allow for secret information to be displayed during multi-player games. But it goes further than that. Much further. Sega's self-styled Visual Memory

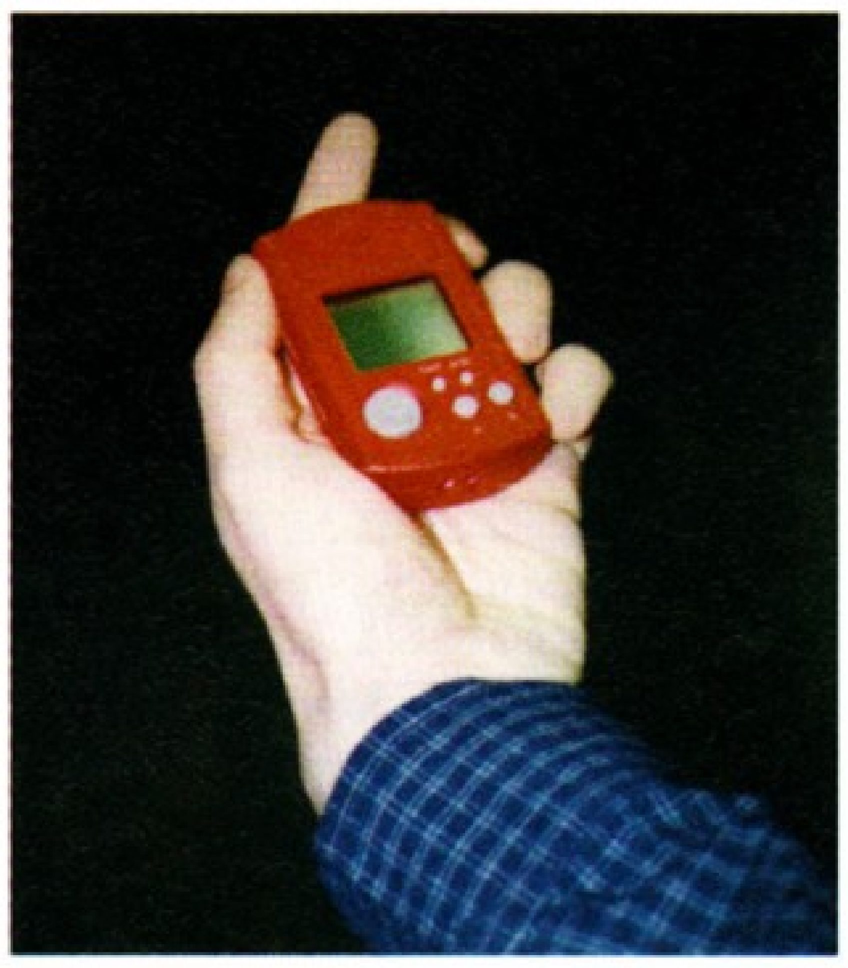
The Visual Memory System

THE VMS SYSTEM IS much more than just a memory pack. True, it can be used for save positions and suchlike, but in reality, it's a mini-data organiser in its own right. In fact, Sega of Japan are launching the VMS on its own in July, replete with licensed Godzilla game.

The VMS is designed to interface with anything. It links up with the Dreamcast controller, but Sega also demonstrated the machine at work with arcade games, computers and even mobile phones! Additionally, the VMS also links with other VMS systems for data transfer and Tamagotchi style multi-player games.

A case in point is the aforementioned Godzilla title, which allows you to splice your own 'Zilla DNA to create the ultimate fighting reptile, which you can use against other VMS players. Beat them and their DNA can be spliced with your own.





▲ A perfectly crafted hand unit.

VMS SPEC

CPU:	Energy-saving 8-bit
MEMORY:	128K
LCD DISPLAY:	48x32 monochrome
DISPLAY SIZE:	37mm (width), 26mm (height)
SIZE:	47mm (height), 80mm (length), 16mm (depth)
POWER:	Button battery x 2, auto off function
SOUND:	PWM one channel sound source
WEIGHT:	45 grammes

THE DREAMCAST PARTNERS

Okay, so Dreamcast's a year ahead of PlayStation 2. Sega remain confident that despite being available earlier, their machine will have the superior specification. The firm places its faith in the elite collection of partners supplying technology for the Dreamcast.

● **MICROSOFT**

The Windows operating system is the easiest to get to grips with, guaranteeing a simpler time for the myriad Dreamcast developers. Microsoft have supplied a customised version of Windows CE for the machine, making programming easy and PC ports even easier.

● **HITACHI**

The central processing unit (CPU) of Dreamcast is an enhanced Hitachi SH4 running at 200MHz. Sega has worked with Hitachi to retool the chip, making its floating point operations (essential in calculating 3D geometry) run at four times the speed of the Pentium II chip. That's a fact.

● **NEC**

NEC's second generation PowerVR chip offers 3D performance way in advance of the 3Dfx Voodoo2 chip. NEC's chip design and reproduction capabilities are second to none in the industry - truly a powerful partner... and one more reason why PlayStation 2's going to have problems.

● **VIDEOLOGIC**

NEC is the parent company of the UK-based VideoLogic, the chipsmiths who created the PowerVR chip. For the price, the Dreamcast's CLX code-named PowerVR hardware offers spectacular effects and unparalleled raw polygon power - we're talking over 3 million per second!

● **YAMAHA**

Important partners in that they supplied the 12 speed high-density CD-ROM drive. Yamaha have also designed the excessively powerful sound chip, which boasts studio-quality sampling, 64 music channels and on-board digital 3D surround sound capabilities.

DREAMCAST SPEC

Check this: the near complete rundown on Dreamcast's internals, along with a comparison to current technologies.

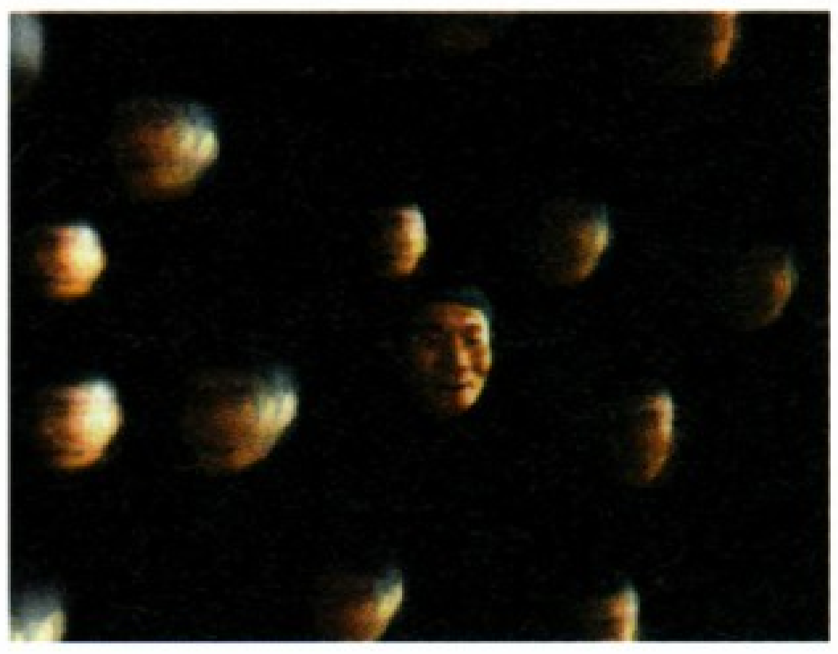
CPU:	SH4 RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS, 1.4GFLOPS)
GRAPHICS ENGINE:	Power VR Second Generation (rated at 3 million polygons per second)
SOUND ENGINE:	Super-intelligent sound processor with 32-bit RISC CPU (64 channel ADPCM)
MAIN MEMORY:	16 megabytes (64Megabit SD-RAM x 2)
MODEM:	V34 (33.6Kbps) - built in as standard in Japan, upgradeable
OS:	Customised Microsoft Windows CE operating system
MEDIA:	CD-ROM
CD DRIVE:	Maximum Speed 12x
COLOUR:	16.77 million colours
CG:	Bump mapping, fog, alpha-blending, mip-mapping, tri-linear fil tering, anti-aliasing, environment mapping, specular effects
DATA SAVE:	VM system
OTHERS:	Clock etc
SIZE:	190mm (width) x 195mm (height) x 78mm (depth)
WEIGHT:	2.0KG

TRANSLATION: The SH4 is far more refined than a Pentium, so even though it's slower than most new PC systems in terms of raw speed, it accomplishes far more thanks to its ability for parallel processing. The graphics engine is the same as on the new PC 3D accelerator boards, but thanks to the customisations Videologic have made (coupled with the system's more streamlined internal design), it can again out-perform a top-spec computer. The amount of memory might seem limited compared to the standard 64MB you get on Pentium IIs these days, but again it's down to refined design. Dreamcast's Windows system occupies less than one megabyte as opposed to Windows 95's bloated memory requirements. The CD system is very fast (we were told to expect tiny loading times - if any!) and has the ability to play a new higher density CD format. This allows for bigger games and also helps eliminate software piracy. All in all, this is supremely powerful stuff.



▲ Sega Enterprises Shoichiro Irimahiri begins the Dreamcast announcement.







▲ A 3D Mr Irimajiri on Dreamcast!

System (VMS) is a mini-console in its own right and it's got a summer 98

TREMBLE AT THE POWER!

Enough of the aesthetics! What can the machine do? Two demonstrations were on offer at the New Challenge Conference, revealing the 3D power of the Dreamcast demos. There were shades of the N64 Super Mario title screen with the Iri-San code, which showed Mr Irimajiri's head rendered in real-time in full 3D. A raft of stunning graphical effects were employed here and the assembled delegates were very impressed. As well they might be from what turns out to be a collaboration between Yuji Naka's Sonic Team and Sega Rally producer Tetsuya Mizuguchi. This demo showed off both Dreamcast's polygon



Hardware specs are now irrelevant - Dreamcast is about a new dimension in gameplay

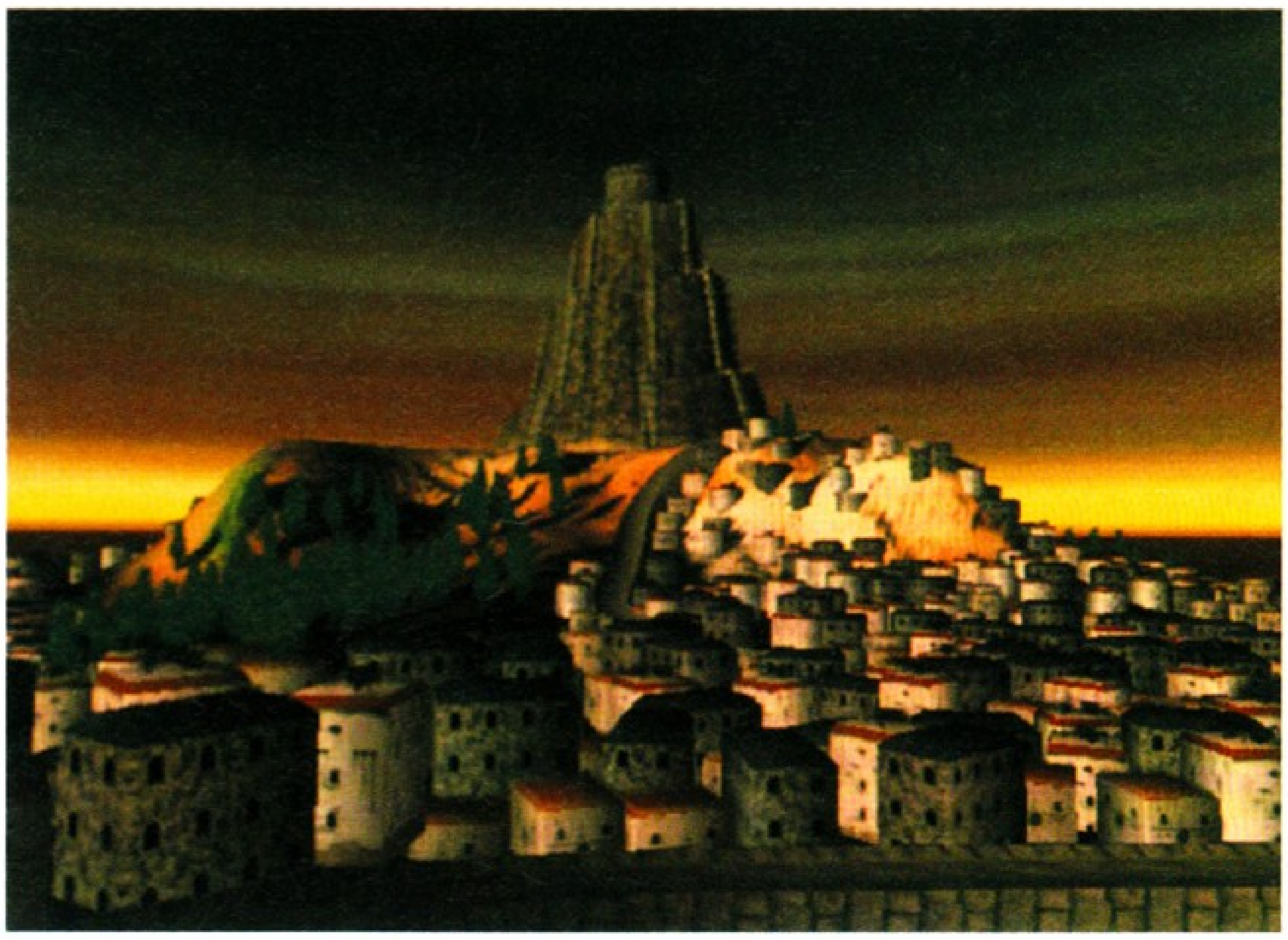
pushing capabilities, but also boasted environmental mapping and specular lighting effects not even seen on the Model 3 arcade board.

Sega followed this demo up in true style by revealing the Tower of Babel demo, directed by Yu Suzuki of AM2. This fully rendered townscape, based around a mountain peak with the eponymous tower at the summit, was a truly stunning piece of 3D technology. I wish we could show you the full demo, where you zoom through each street checking out the perfect detail on each of the buildings.... there are even street-spanning clothes lines in there! The even more astounding piece of info? Both demos ran at 60 frames per second in high-res mode.

It could have been so easy to promote the performance of Dreamcast as the basis for the machine's launch. But Sega are aiming to showcase a new quality of gamesplaying, designed to appeal to all - light user and hardcore player alike. It's the strategy that's Sega's greatest tool in recapturing the market from Sony. And it's going to work.

THE NET EFFECT

In Japan, Dreamcast comes packaged with a 33.6Kbps modem, allowing users the chance to play online role-playing titles and even action games along the lines of Quake and Unreal. Full Internet compatibility is assured with this addition to the design. This part of the hardware is fully upgradeable, so new technologies like cable modems can be integrated into the Dreamcast set-up with little difficulty. Sega Europe stresses that the decision on a built-in modem for their machine is still pending at this time. We'll have more information when the decision is made.



▲ Manabu Kusunoki, a Panzer Dragoon designer, aided in the creation of the Tower of Babel.





▲ Meeting of minds: legendary AM2 boss, Yu Suzuki, creator of Virtua Racing, Daytona and the Virtua Fighter games talks with Warp's Kenji Eno.

◀ Sega's New Challenge Conference and its subsequent party were astounding successes. Sega planned for only 800 guests but in the event over 1,500 crammed into the special area of the Hotel New Otani.

Tonight We're Gonna Party Like It's NOVEMBER 20, 1998

Speaking a westerner at a major Japanese social event, we were just a little taken aback by the scale of Sega's New Challenge Conference party. It began in spectacular style in front of seated delegates; as laser beams lanced towards the stage, apparently splitting the screen behind Sega President Shoichiro Irimajiri. Then we were led into the party area proper and the festivities truly began... in real style!

Sega of Japan promised a vast raft of celebrities to promote the Dreamcast and they didn't disappoint. Catering was supplied by Japan's foremost chefs, Hiroyuki Sakai (specialising in French cuisine) and Komei Nakamura (master of Japanese cooking). The Japanese were astounded that two of the country's greatest (and most famous) chefs were even working in the same room together!

Company was available in the form of soap stars, Japanese supermodels (so they don't look as good in real life? Sh'yeah, right!) and even sumo wrestlers!

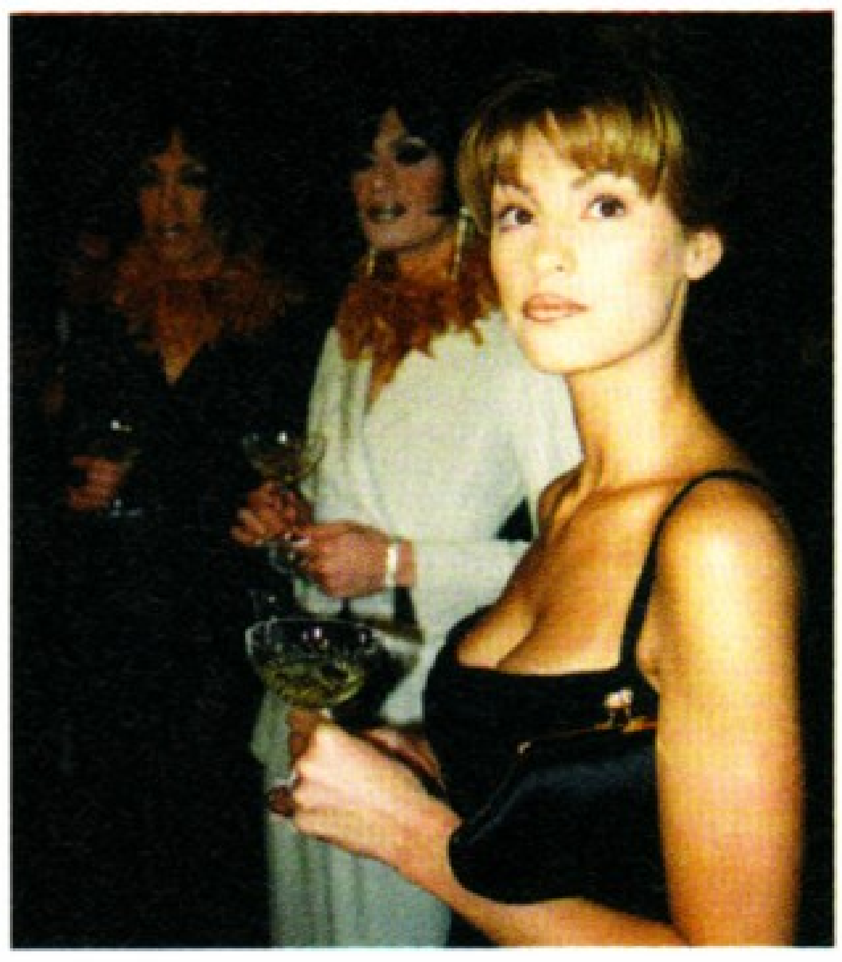
Sega planned for 800 guests at their party... but over 1,500 packed out the smash hit event!

Of course, the party was packed with Sega's celebrity game producers as well. In the first five minutes of the "do" we'd seen the likes of Sonic creator Yuji Naka, Virtua Fighter legend Yu Suzuki as well as Sega Rally man Tetsuya Mizuguchi. Warp's Kenji Eno was also present, followed around the party for the entire evening by myriad Japanese film crews. Curiously, the third party producers were also well represented. Konami's respected Metal Gear Solid producer Hideo Kojima was there as was Street Fighter and Resident Evil man Yoshiki Okamoto. Intriguing....

On a more pragmatic note, Sega also had Dreamcast units on display, allowing party guests to try out the hardware for themselves. Great stuff; only by the time we'd done just that (for the purposes of the mag of course!), the entire range of top scoff had mysteriously vanished. Hmmm....



▲ Japanese soap actress Rie Tomosaka attracted plenty of attention at the Sega party.





▲ Meeting a legend: SSM's editor Rich Leadbetter with Yuji Naka, creator of Sonic the Hedgehog and NiGHTS! Top: stunning Japanese model Anna Umemiya.

The Future is in his Hands



▲ Mr Irimajiri presents the future of interactive entertainment: Dreamcast.

Dateline: 22 May, 1998. Not even 24 hours have passed since the New Challenge Conference where Sega announced the Dreamcast hardware. A group of the most prominent and respected journalists, including SEGA SATURN MAGAZINE, has massed at Sega's Tokyo headquarters. The primary purpose of this visit is to meet Shoichiro Irimajiri - President of Sega Enterprises and Dreamcast visionary.

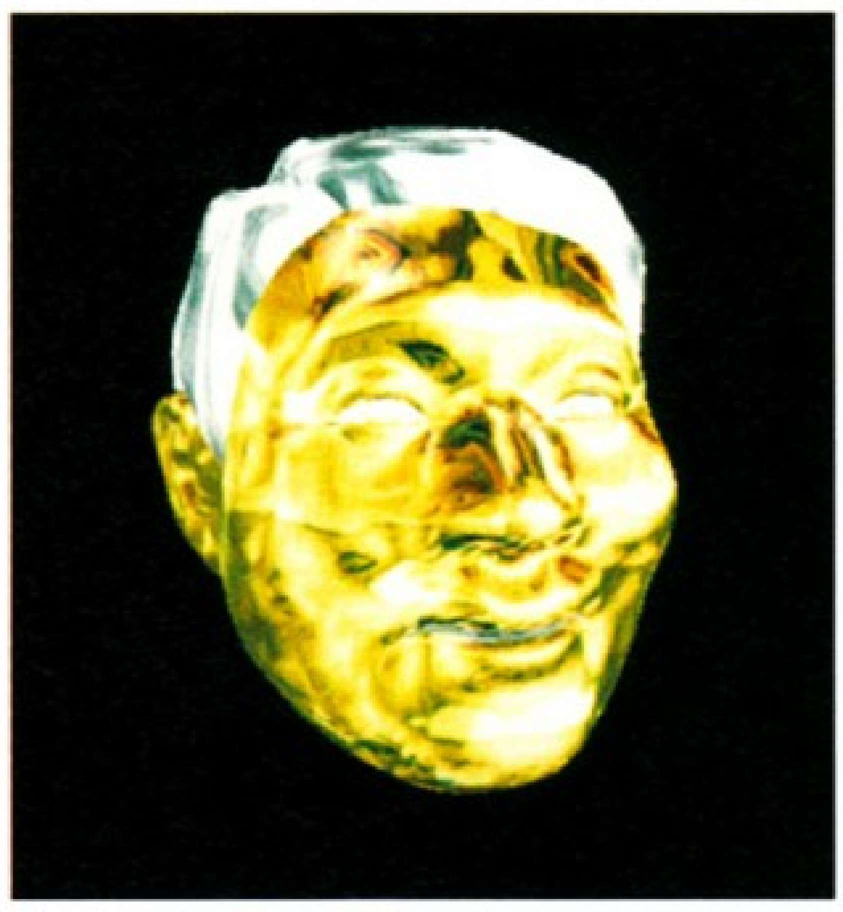
The image you may have of a corporate leader of a multinational may be of a stuffy, super- professional business-man... but in the case of Mr Irimajiri, nothing could be further from the truth. In the time that we spent with him, he came across as a very charismatic, forthright leader with a clear vision for Sega's future. He was optimistic about the position of Sega in Japan and was not afraid to tackle what could have been difficult issues, such as the relative failure of the Saturn in the US and European markets.

But perhaps the most important aspect of the interview was the fact that he could have just dwelled on the jaw-dropping 3D performance of Dreamcast. He didn't. Instead he explored a new focus for Sega, which is great news for the games players of the world. Sega's new strategy is to put the customers FIRST, taking on-board their perceptions and suggestions from the very beginning.

The bottom line is that Sega are back with a vengeance thanks to Dreamcast. The machine's right, the games are going to be right and the firm are spending more money on the launch than Sony did with PlayStation. How can it fail?



▲ Sega's Tokyo headquarters, the scene of the interview with Mr Irimajiri.





▲ For the "Iri-San" technology demo, Mr Irimajiri had sensors attached to his face in order to motion capture his facial mannerisms. Although Yuji Naka and Tetsuya Mizuguchi oversaw the demo, AM2's motion capture devices were used for the demo.

SEGA SATURN MAGAZINE With the Saturn remaining in a strong position in Japan, how will Dreamcast fit into the market?

SHOICHIRO IRIMAJIRI Our basic strategy is to bring the new machine into the Japanese market at the end of this year. If there is the demand for Saturn hardware we can supply and we will support the software business in parallel with Dreamcast - we are planning between 150 to 200 Saturn titles between now and the end of this year. We are encouraging the third parties to develop Saturn titles because some developers have been less than proficient in the Saturn world and with an installed base of five million units there might be a good business chance for them. Mainly, some third parties who have very good capabilities with 2D graphics will find the Saturn to be the best machine for this. The Japanese market has a huge following for 2D animation, so 3D titles will go to Dreamcast and 2D titles might go to the Saturn.

SSM Is there not a threat that the PlayStation has too strong a following? What can Sega do to attract games players from PlayStation?

SI As you saw yesterday, the performance level of our hardware is far superior to PlayStation so the quality of Dreamcast will be much, much better than PlayStation. Most of the third parties are saying that they want to devote their big titles to Dreamcast because of the superiority of the hardware. I think that for a while - either one or two years - there is no question about this. The most important thing is that we get the most considerable share of the market before the PlayStation 2 comes out and then carry on the momentum. That's our basic strategy. Also we have the confidence that even though the PlayStation 2 will come out in 1999 our hardware performance will be superior because I believe the basic elements of Dreamcast are the most advanced in all categories: CPU, graphics engine and sound engine. I have no question about the PlayStation titles versus the Dreamcast titles. My biggest concern is PlayStation 2.

Dreamcast™

▲ The Dreamcast logo: a symbol of infinity and the very universe itself.

SSM Why the Autumn 1999 release in Europe and the States? Is this because the PlayStation will be in a weaker position at this time?

SI We have recognised that the American and European business is much more difficult than in Japan so we decided that we should be 100% or 200% prepared for the launch of the next platform - we want to get enough quantity and quality titles for the launch of Dreamcast. So this year we are 100% happy with preparation for the domestic launch and as you know, in Europe and US, the period to develop titles is a lot longer than in Japan - 18 months is the average development period. When we launch Dreamcast next year we will have lots of good titles because we can transfer our best games from the Japanese market to the US and European markets and lots of other third parties will have titles too. Right now our people are visiting third parties and some of the developers have

already started games for the US and Europe. This will be the first time we launch a new platform with enough titles for US and Europe.

SSM Dreamcast is based on Windows and has network capabilities. Is there a danger that it will be perceived as a cut-down PC?
SI We believe that Dreamcast will be the best games machine in the world for between three and five years. Technology is always developing so beyond 2000 there might be a much better performance machine but the Dreamcast is best for games - that's our perception. It will probably be one of the best home entertainment platforms in many ways. We will focus on the "games machine" and the reason we use Windows CE is very simple - we want to get a wider range of titles for Dreamcast. Some of the developers who have very good engineering capabilities will not use Windows CE - they might directly access the hardware to get to the true performance of the machine. That's okay, but we are very familiar with the titles existing in the past, like fighting, driving and simulation games. But we think that thanks to the much higher performance of the hardware, the boundaries of the genre will be broadened. Music will be one of the major elements in the future of games titles. In some way we will see that the music is the major part of games in some cases. There might be very unusual titles for Dreamcast. For example is it a music title or a games title? Is it an education title or a games title? Those categories will merge so who will develop those titles? Probably the big publishers or the traditional developers will not produce games like this. It will be newcomers who develop those titles. For them the Windows CE development environment offers the most favourable situation.

SSM Role-playing games very important for the Japanese market. How will Dreamcast address this?
SI As you saw yesterday the biggest benefit of Dreamcast is to provide the almost movie-like graphics. So when you think about role-playing games, it's kind of a story, like the movies. In the past, even though the graphics movies ahead of the gameplay are very attractive, when you go into the game itself the graphics suddenly change but with the performance of the Dreamcast, the graphics will be exactly the same quality as the movies - the movies and the gameplay will be seamless. This machine is the most exciting platform for role-playing games.

SSM Internet gaming is seen as being very important for the future and yet there is concern for the business in that no-one is making any money from it. So why support it with Dreamcast?
SI Online gaming will be mandatory in the very near future. At the same time, from the online game business we cannot get money, but knowing that, everybody has to add some value by supporting it. I discussed these issues with lots of top management people from the big publishers and all of them said that they cannot get the money from online games within the next couple of years, but that they have to explore the business opportunities. That's the universal consensus.

SSM The Saturn was not successful in the US and European markets. Will this performance negatively impact the future of Dreamcast in those territories? How can you recapture the faith of the consumers again?
SI This is a very good question. Even in Japan we have lost some credibility from our Saturn owners because our users have been seeing the PlayStation become the dominant force. To recapture the minds of the consumers, we have to do lots of activities. Sega is very serious and Sega will do everything to satisfy their customers. Good evidence of this was the conference yesterday. Sega has never done such a huge conference like this in the past to send a message to the consumers and until November 20 we will do everything to send our message out to the customers. In the US and Europe the frustration is much higher of course. We recognise that we have to do much more to show how serious we are.

SSM You took over the presidency of Sega Enterprises in February this year. In what direction will you lead the company?
SI Since I became president of this company I have been saying only one thing. Think and look at things from the customer viewpoint. In the past I think that Sega's basic philosophy has been that when we create a new thing we can get the customers. But we decided that it would help to listen to our customers and view the issues from the customer's side and always think of customer satisfaction. That's my philosophy and my belief.

Dreamcast will be the greatest games machine technology until beyond the year 2000!

SSM How does Dreamcast attract the light and casual gamer?
SI I think that this issue will depend on the titles you can buy. So to get the casual gamers we need to provide lighter titles and more games which capture the customers who are not used to being gamers but have strong interest in some areas. For that purpose we decided to use Windows CE on this machine.

SSM Can you tell us anything about the third party producers who have signed on to make games for Dreamcast and how many there are?
SI I am reluctant to answer this question [laughs]. At the next conference in



▲ The interview took place in the "Decision Room" on the eighth floor of Sega's HQ.

Dreamcast Beats Model 3!



Meet Hideki Sato, managing director of consumer research and development at Sega's Tokyo headquarters. If you're wondering why he's looking cheerful, it could well be because he's just demod the unstoppable power of the Dreamcast to SEGA SATURN MAGAZINE.

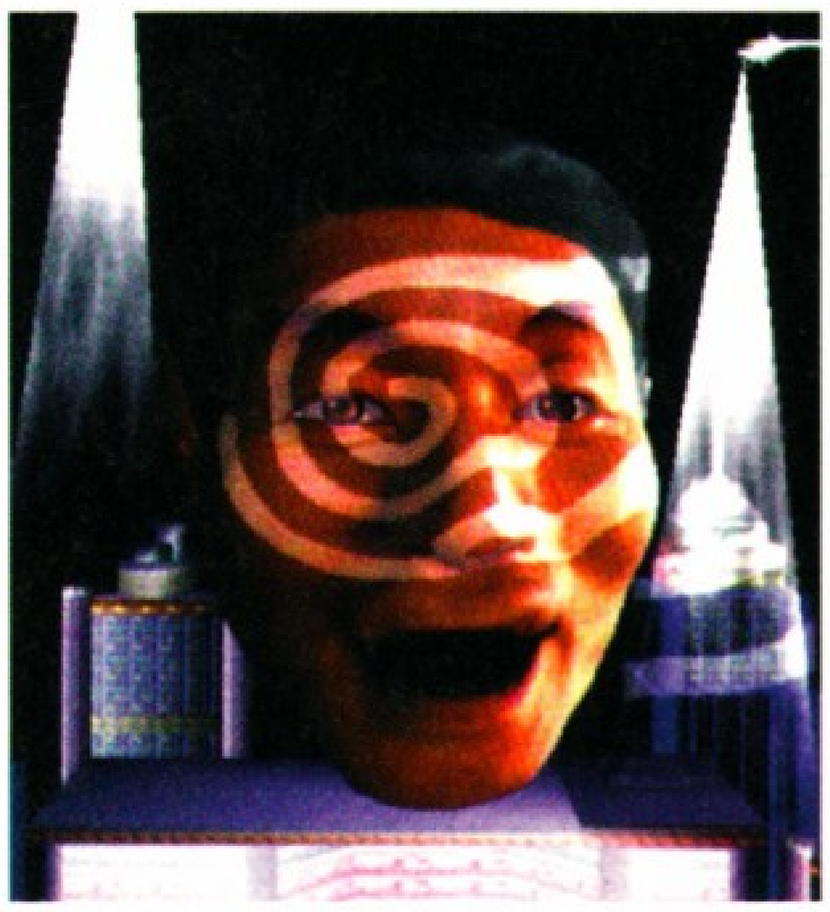


▲ Arcade VF3: still the yardstick of 3D performance.

Mr Sato revealed a few juicy tid-bits of information regarding the machine's specification, specifically the "old chestnut" of the machine's performance compared to the Model 3 arcade board.

In sheer polygon processing power, he clearly confirmed that Dreamcast has the superior spec. The new machine can process 3 million polygons a second, whilst Model 3 does 1 million. However, the arcade board produces squares, whilst Dreamcast uses triangles (and two of these are required to produce one square!). So even roughly speaking, the home hardware is about 50% more powerful. And that's not even taking into account the lighting effects Dreamcast does that Model 3 doesn't! One area where Model 3 has the advantage is in memory. Everything's on-board as opposed to Dreamcast's CD, which downloads data into the home system's 16 megabyte memory.





▲ Sonic's first appearance on Dreamcast came in the "Iri-San" demo.

August or September we will reveal a lot of third parties but at this time I can say that 120 developers have already been given development kits. We have already delivered 1,000 tools [development kits] world-wide.

SSM What will be the retail price expected for Dreamcast? How many units do you expect to sell?
SI [Laughs] I cannot answer this because I do not know what the exact price will be when we launch. This is a very sensitive issue at this time. We are planning to sell around one million units by March 1999 in Japan

SSM How much are spending on the launch of Dreamcast?
SI Roughly, world-wide, $500 million. I can say for the development of the hardware it costs between $50 and $80 million. For the software development we spent between $150 and $200 million. And for the marketing and promotion in each area we will spend $100m - in EACH area. In total around $500 million. That's a huge amount. When I was involved in the motor industry, to develop a new car, it cost around $200 million. For the manufacturing - the tools and dies - it cost $200. To launch the new car, promotion and marketing costs where $200 million. So $600 million in total. Just to launch this tiny machine [points to Dreamcast], we're spending the same amount of money! Incredible! I can't understand why!

SSM There's no Sega branding on the box. What's the thinking behind that? After all, it's going to cost a lot of money to build a new brand from the ground up. It's obviously been deliberate. Why?
SI We have been working on the brand issue for 18 months. We conducted huge market research and found that the Sega name is very strong with the hard-

The biggest benefit of Dreamcast is in supplying the almost movie-like graphics

core game users, but for the light gamer it is not a well-known brand name and in some cases creates some negative feelings. So this time we decided that the brand name of the platform will be the major brand name for the consumer business. So Dreamcast is the name of this platform and we will focus on that. When it comes to the software titles, the Sega name is a much more important brand.

SSM Sega's arcade division has many top producers renowned world-wide for their quality games. What part do they have to play in the overall software strategy for Dreamcast?
SI This architecture is very powerful. Already arcade developers are using the coin-op version of the Dreamcast architecture, called Noami. Yu Suzuki, the Virtua Fighter 3 producer, told me yesterday that he has already achieved 3.5 million polygons on it - this is much, much higher than the figures for Model 3. We expect that lots of arcade titles will appear on the Naomi boards in arcade centres. Consequently if we decide to do it, lots of arcade titles will be easily ported to Dreamcast. On the other hand the demand for quality titles from consumers is much higher than before. They will not necessarily be satisfied with the quality - they will want much more consumer-oriented titles so this is a good thing and a bad thing. We need to carefully select the titles from the arcade side and add some taste of home games.

SSM Given the current state of the Japanese economy, will the US and European markets be seen as being more important than before?
SI As you know the Japanese economy is not good at this time but who will excite the Japanese market? We will! The young people think that they cannot find any specific product come Christmas. That's the major issue in the Japanese economy. The people have already acquired lots of our products and they need to buy a much more attractive machine and Dreamcast is it.

SSM But has the attitude to the US and particularly the European market changed at all?
SI When we had Genesis and Megadrive, the US and Europe markets were much bigger than the Japanese business. But only in the case of the Saturn has the Japanese market been more important. Our hope is to be strong in the Japanese market and next year in Europe and the US.

SSM Squaresoft games like Final Fantasy VII have given PlayStation a definite advantage. Will you try to bring them over to Dreamcast?
SI Sure - we have been trying our best efforts to get Square and Final Fantasy so the discussions have been going on. I hope that in the future we can get those very well known titles for Dreamcast.

SSM Would you license the Dreamcast hardware to other companies?



▲ Mr Irimajiri enjoys himself at the New Challenge Conference party on May 21.

SI The important issue is who has ownership of the platform. The royalty issue is important. From that viewpoint I do not think so.

SSM Is the design for the VMS, console and pad final? Is this what people will be buying?
SI We have not yet decided the colour, but other than that, yes.

SSM It looks like the modem is replaceable. Is that right?
SI Yes. Because the performance of the modem is always changing. Also, in the US, there is a lot of hype for the cable modem. So in that case, the consumer can replace the modem.

SSM Sega and Nintendo software strategies have concentrated on characters such as Sonic and Mario. Sony did not follow suit. Will you continue this? Has Sonic gone forever?
SI There is no question about Sonic. He will remain as the major character for Sega. We want to create lots of new characters for Dreamcast. Sony is trying to make Crash Bandicoot a major character. I think they has a great desire to have big characters.

SSM Can you explain the logo for Dreamcast?
SI The logo symbolises the origin of power - the universe itself is like a vortex. That's the major reason.

SSM Finally, who came up with the name Dreamcast?
SI Everybody [laughs]. We have contacted lots of companies who are in business to create brand names. Also we collected lots of good ideas internally. After that we talked to our allied companies such as Yamaha to show us their libraries of names. I think that over 5,000 names were checked and eventually we decided on Dreamcast.

SEGA SATURN

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NO.1

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Eurovision

Sega Europe Dream Teams Revealed!

Sega Europe enlist world famous European developers to write games for Dreamcast ■ The creators of StarFox, Ecco the Dolphin and Formula One on-board ■ Their aim: to produce stunning Dreamcast titles for the European launch next year ■ Expect BIG things from these guys



▲ F1 97: a huge success for Bizarre.

Hardware specs are now irrelevant - Dreamcast is about a new dimension in gameplay

There's good news for the European launch of the Dreamcast - and it's not just the unprecedented power levels of the hardware. At the inception of the Dreamcast project Sega Europe realised that they needed Euro-originated software in order to capture the hearts and minds of its games players. With that thought in mind they set out on a quest to win over key developers who would make games for the European launch.

Presumably Sega remembers only too well the launch of PlayStation in this part of the world and how WipEout - Psygnosis' killer racing game - managed to shift more machines than any of the Japanese originated games. Even Namco's Ridge Racer suffered in comparison.

Here at SSM, we're fully convinced that Sega will be able to eclipse this enviable achievement. When you check out the developers they've signed up, we're sure you'll be in complete agreement - these guys have produced some of the most important software of the 80s and 90s... Remember, all these games launch with the machine!



▲ With class titles like this under their belts, Bizarre Creations move on to Dreamcast!

Bizarre Creations



▲ Martyn Chudley and Sarah Dixon.

This firm is universally accepted as having created the one game that finished off the Saturn's mass market chances: Psygnosis' Formula One.

Sega originally approached Bizarre with the purpose of signing them up to produce a (wait for it) Formula One title. However, the firm chose to sit out the opportunity to code for the Saturn, before being approached once again, this time for Dreamcast.

Says the firm's business director Sarah Dixon: "With F1 we didn't really get a chance to push game design because F1 is just a little bit limited to real life so what we are hoping to do is use Dreamcast to push our actual game ideas as well as getting as many polygons out, and as much in the way of detail and special effects as possible."

The game's codename is Metropolis and we should expect a top-notch driving title. Sarah Dixon says: "Without giving away too much on the product, we did actually write a full 3D vehicle dynamics system on PC which we just couldn't fit in to the PlayStation's memory for F1, so we're hoping for a chance to use it now."

Bizarre's aim to bring their own ideas to the genre is very important with this project. "We have actually managed to break away from F1 and although it's actually a driving game, we're doing a driving game based in cities... full living breathing cities made with complex models - a true interactive environment."

Check out Bizarre's website (***http://www.bizarrecreations.com***) for a Metropolis development diary.

Argonaut

No new system or console would be complete without a true arcade shooter - that's the real core of what the game is about, just a complete adrenaline rush - pure fun!" enthuses Argonaut, with regard to their project. "Except that now with Dreamcast we can have a real 3D environment with real physics and amazing lighting effects and polygon scenes that will literally blow you away."

Argonaut Software have been in the business of producing the most stunning 3D visuals seemingly since videogames began. The company's founder, Jez San, has earned a rightful place in the pantheon of videogames greats, thanks mostly to his efforts on the with Starglider and its sequel. Since then the company has been at the forefront of 3D, so working on the best 3D console hardware seemed like a must. "Sega are in the business of making the best games in the market. We only want to produce the best, we want to work the best - it's natural to work with Sega."

Traditionally, Argonaut have worked hard to get the best possible 3D worlds from limited hardware, right from the Starglider 2 days right up to the firm's last major release, Croc. So how does the new Sega hardware change the way the company works? "Dreamcast is really the next natural step in the evolution of the games console. The reason why it's going to make a difference is that now for the first time development can be focused on gameplay - it's a case of what we want to put into the game, not how we're possibly going to do it. It's not about technicalities any more, it's just about the limits of your imagination."





▲ Aironauts: if Red Lemon can do this on PlayStation, imagine their Dreamcast efforts!

Red Lemon

Chief personnel at Red Lemon are in fact the creators of Gremlin's much lauded Actua Soccer and Euro 96. To escape the prospect of constant Actua sequels, the coders left Gremlin to set up their own Highlands based coding house: Red Lemon. The firm have other projects (Aironauts for Infogrames and Tartan Army for Eidos) but it's pretty clear that they're really excited about hooking up with Sega for the Dreamcast project. Why?

"Dreamcast is going to be a platform which will provide the game player with the most real, most interactive, most immersive and the most rewarding game playing experiences which will be available," says Red Lemon's Andy Campbell. Rather intriguingly, he describes his Dreamcast project as "a period-set first person strategic shooter", which led to much speculation amongst us detail-obsessed journos, particularly what period (our guess: sometime after guns were invented!)

Mr Campbell chose to relieve our frustrations somewhat with this info: "We've always pioneered motion capture in the past and we would like to implement some new motion capture techniques within this game. We really want to push this technology and not have an empty environment with two or three characters walking around; we want crowds of characters fully motion captured in real time. This is one thing that the game is going to feature."

It's no surprise that Sega have recruited their talents They have the technical prowess and a love of great gameplay. Expect big things.

Sega Europe has signed up five developers to produce games specifically for the Euro launch

No Cliché

Last August Sega announced that they had invested vast amounts of money in the company Adeline, effectively taking control of the respected developer. Resident Evil is feted as being a super-original ground-breaking title and yet its concept was predated by several years with Adeline's epochal Alone in the Dark. Since those heady days, the firm has gone from strength to strength, chalking up hit after hit, including the seminal Little Big Adventure.

Adeline also did well with Time Commando, a limited game design boosted by a revolutionary graphics system - 3D geometry was downloaded from the PC, creating the incredibly detailed landscapes (this game is coming out for the Saturn in Japan soon).



▲ No Cliché revealed little of their plans.

With Sega's investment, Adeline became No Cliché and we can reveal that the firm have two titles in development. At the European developer conference, these guys were a lot more reticent to discuss their projects than the other coders, but they did announce that they were producing an action and an adventure title.

A stunning level of real life physics is promised for the action title, whilst the adventure is set to benefit from a revolutionary new character animation system.

Appaloosa



▲ Appaloosa's Andras Csaszar reveals some of his Dreamcast plans.

Sega of Japan's reluctance to allow confirmation of any Dreamcast title caused great problems for Andras Csaszar, representing the five development houses that make up Appaloosa. "Sega intends to create some franchises on this platform and I would like to believe that the product we're working on could become such a franchise. It's a very interesting theme with some previous life on other platforms," pointing no doubt to the imminent return of a certain dolphin who scored a couple of major hits on the Megadrive. "Let me be cryptic here: we're trying to provide at least two worlds to explore. The outside world, which is an island to explore and an inside world for the main character who has a very rich way to interact with the environment. The character has over 100 actions to do and we believe that learning how to be this character will be very rewarding."

Dreamcast's 3D rendering allows for an incredible level of realism in the waterscapes we can expect to see in this game. However, just what form the game's going to take is any one's guess at this point. What we will say is this. When Appaloosa first created the 16-bit rendition of Ecco the Dolphin, the world sat up and took notice of a game that was truly original and could not be pegged down to any specific gaming genre. Let's hope for similar things with Ecco's Dreamcast incarnation.



▲ Lost World: a past Appaloosa title.

US PARTNERS ANNOUNCED

At a special pre-E3 event, SOA boss Bernie Stolar announced key partners who will help bring the Dreamcast to the mass market in America. These firms are vast corporate outfits and whilst there is some concern that they are not synonymous with high-quality output in the same way as Sega Europe's developers, they all have the business sense to create mass-selling titles.

Stolar himself had this to say: "Third party publishers are excited by the performance of Dreamcast prototype games they've been able to create in a short amount of time. They'll have more than a year, and a great deal of Sega support, to make breakthrough games for Dreamcast."

MIDWAY

Purveyors of the awful Wargods and Cruisin' USA, Midway aren't exactly quality gods. But the fact is that their games shift shed-loads to the casual US gamer and coupled with Dreamcast's power, we can expect to see some big games.

ACCLAIM

The road to respect and quality has been long and arduous for Acclaim, but recent titles such as Forsaken and Turok 2 show lots of promise and are vastly superior to crappy license fodder such as Dragonheart and The Crow: City of Angels. Acclaim's top developer, Iguana, are known to be in possession of development kits so we await their outputs with bated breath.

GT INTERACTIVE

GT are licensing maestros, signing up big name games (and their console rights) including Quake and Unreal. Expect to see some very big PC titles (and hopefully quality original titles) making their way across from PC to the Dreamcast.

MICROPROSE

Again, Microprose guarantees big sales. Whilst the flight simulations for which they are famous are probably not the best Dreamcast candidates, it's worth remembering that the firm also has access to mass market sellers like the Star Trek franchise...

INTERPLAY

Another big name company, famous most recently for their Descent series of games. This firm has already committed heavily to bringing their world renowned sports brand - VR Sports - to the Dreamcast.



D2:

Warp's First Dreamcast Title Exposed!

Kenji Eno reveals his latest masterwork in huge show in central Tokyo ■ D2 is the only *confirmed* Dreamcast game at this point ■ Crowds of over 10,000 mass to bear witness to Eno and his new game

Two days after the official announcement of Dreamcast by Sega President Shoichiro Irimajiri, Warp's Kenji Eno took the opportunity to reveal his next generation game in a special event that attracted over 10,000 gamers to the Tokyo International Forum.

SEGA SATURN MAGAZINE was there to witness Mr Eno's announcement and check out the early work on D2. Previously touted as an opportunity for gamers to actually sit down and play D2, in actuality the event turned out to be a carefully staged exposition of Mr Eno and his myriad talents. The man isn't just a videogames designer, he's a visionary and master pianist!

The show started out with a pounding heart beat which reverberated around the auditorium, which lead into the a massive on-screen Warp logo, followed by the opening rendered intro for D2. After the initial story had finished, we were then treated to Mr Eno's enviable piano skills as, backed by a string accompaniment, he played out the new introductory theme to D2.

After this delightful musical interlude, Mr Eno outlined his vision for D2, enthused about the Dreamcast hardware and then got to business, showing what his Warp game producers had been up to since they got their development kits.

First of all, he showed us the D2 logo, which was in a metal chrome finish. With the power of Dreamcast, the process of producing shiny metal spinning logos such as this is child's play, but Mr Eno was enraptured by this logo, zooming in and out, spinning it around at high speeds. Fairly impressive stuff.

After this, we watched videos of the game in action and then returned to Mr Eno, who showed us the vast amount of detail Warp are cramming into the characters, concentrating on heroine Laura. He showed us how they planned to animate their lead protagonist, and although the movements seemed a bit stilted, there was no denying that the definition of Laura herself - right down to her plucked eyebrows - was superb.

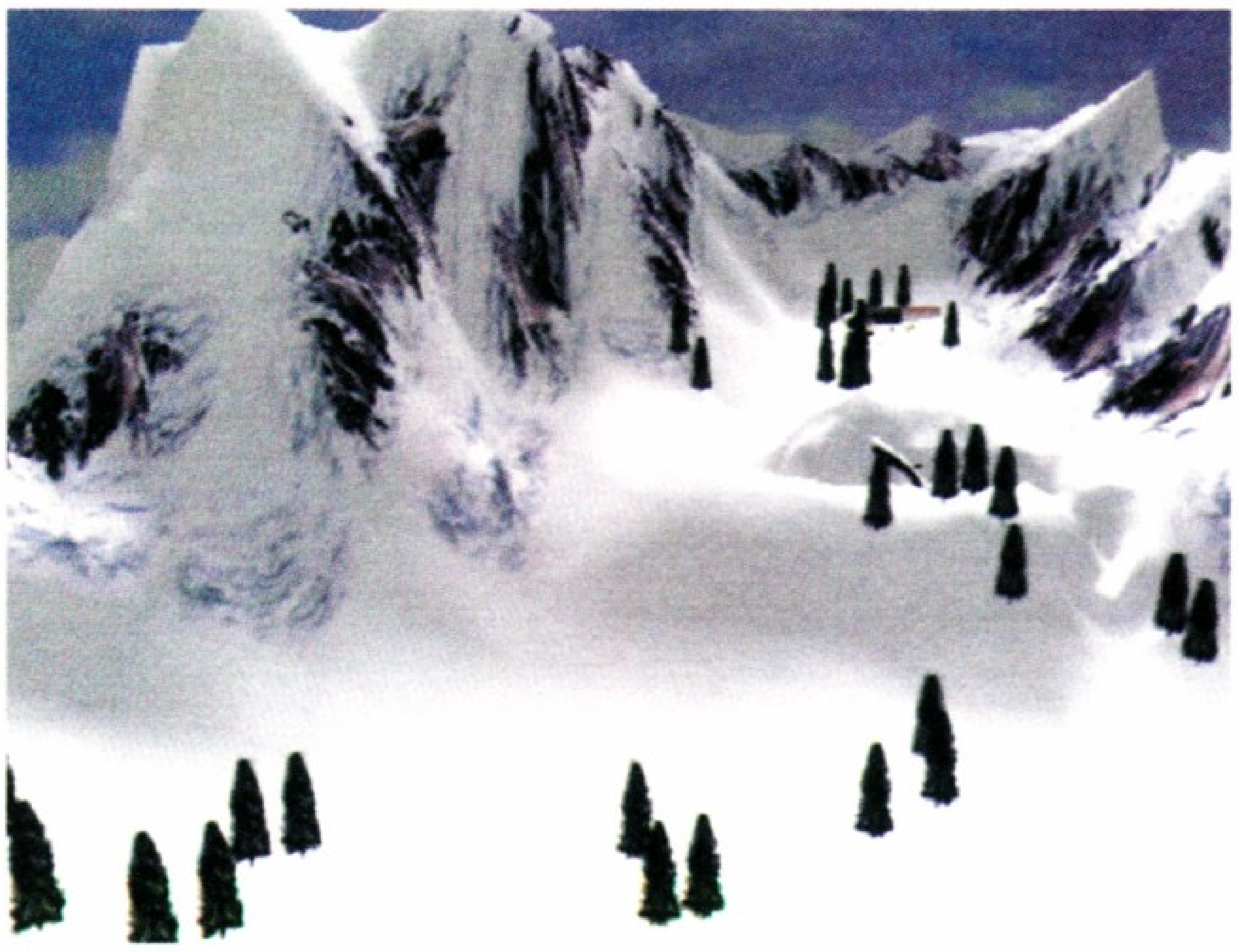
After this, Mr Eno was let down by his demo software, which showed Laura fall through the ground! Hastily abandoning his demo, he revealed his very special guest star, before ending



▲ A wolf gets shot down with Laura's uzi.

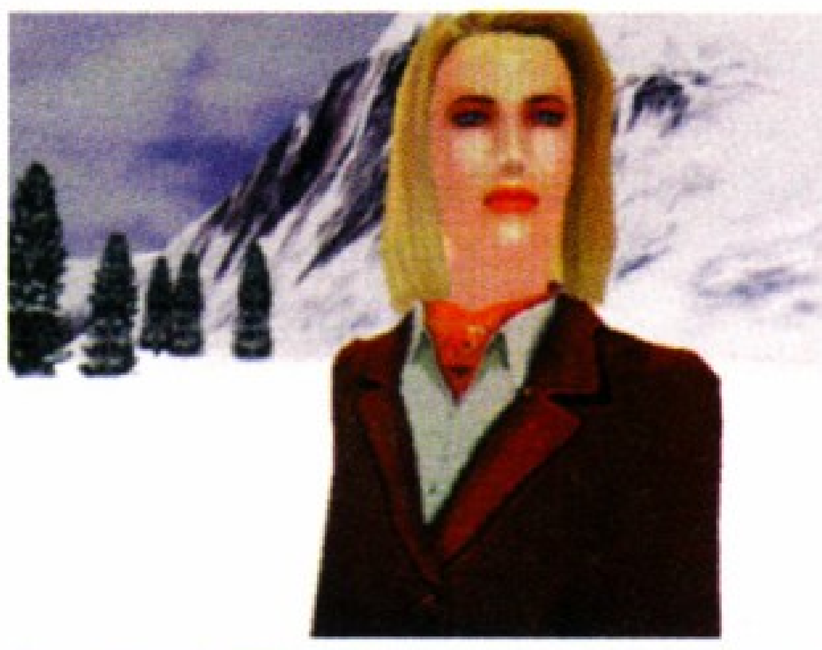


▲ Hi-res at 60fps? You betcha...



▲ "The Big White" - Kenji Eno's vision for D2 is of a living, breathing, very white world.





▲ Around 5000 polygons are used on Laura.



▲ D2's Laura: she's an Uzi-lover!



▲ The lighting on the scenery changes as day moves into night... then Laura gets very cold!



▲ This here's Laura's friend Kimberley, as seen in the game's rendered intro sequence.

the show with a couple of rousing numbers by Japan's answer to Tom Jones (but with an early eighties Simon Le Bon haircut!) one Hideki Saijo, who re-recorded his smash hit

The long awaited "D2 World Premier Show" was a stunning exposition for Kenji Eno, with his fans lapping up every aspect of the event

"Laura" not once, but twice, in honour of the main Warp character of the same name!

Overall then, a great show for everyone, and it's clear to see know why Kenji Eno is so revered by his Japanese fans! Even us non-Japanese speakers enjoyed the spectacle. But enough about the event, you want to know about the game, yes?

THE PLOT OF D2

Laura is experiencing a nightmare. She's on-board a commercial jet, just minding her own business when suddenly armed terrorists take over the plane, killing any one who gets in their way in cold blood, aided by a suspension of the laws of physics that occur when bullets are fired in a pressurised environment!

As every ducks for cover, Laura becomes aware of a vast interplanetary comet on a collision course with the jet. A mysterious man saves her life by pushing her out of the way just as the comet hits Laura's rescued from death by exposure by Kimberly, another survivor of the flight. Together they seek safety and find it in a small hut, only to discover that the inhabitants of the area having been infected by some kind of mutant plant-like lifeform that consumes them and turns them into monsters!

What is full mystery behind these happenings? Laura's intent on finding out... providing that she lives long enough.

TECHNO-LUST: RAW CG POWER!

Only a system with the technological power of the Dreamcast is able to cope with what D2 is producing. For example, the overall aim is to recreate the majestic beauty of the icy north of Canada and that is not easy. D2 has over 3,000 differently designed polygon snowflakes alone!

The characters themselves are especially impressive, with over 5,000 polygons allocated to each of the principal players. Roughly 2,000 of those are dedicated to the face itself, allowing Warp to animate their characters with an impressive array of facial animation, used to convey different emotions from big sweeping movements to just a tiny flick of the eyebrows. Again, very impressive.



▲ The crowds gather at the D2 show!



▲ Over 10,000 fans descend on the show!



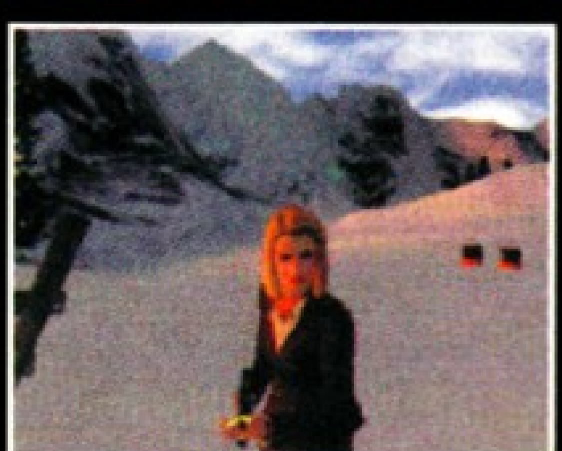
▲ Another stunning realtime 3D scene.

Express Yourself

During the D2 presentation, Kenji Eno explained that a huge amount of effort has gone into making believable characters in his latest masterwork. Realism has now replaced the symbolism previously seen in videogames. D2's main characters have almost human style movements, and this is thanks to extensive work that Warp have prepared on animating their characters. At one point in the presentation, Mr Eno revealed Laura - the main character in D2 - and showed off her myriad expressions, along with a detailed look at the composition of the character itself. He zoomed all the way into her face and was there any loss of detail, fuzziness or blocky texture maps? In a word, no.

But how does it look?





Will FMV with real-time 3D merge into one in Warp's D2?

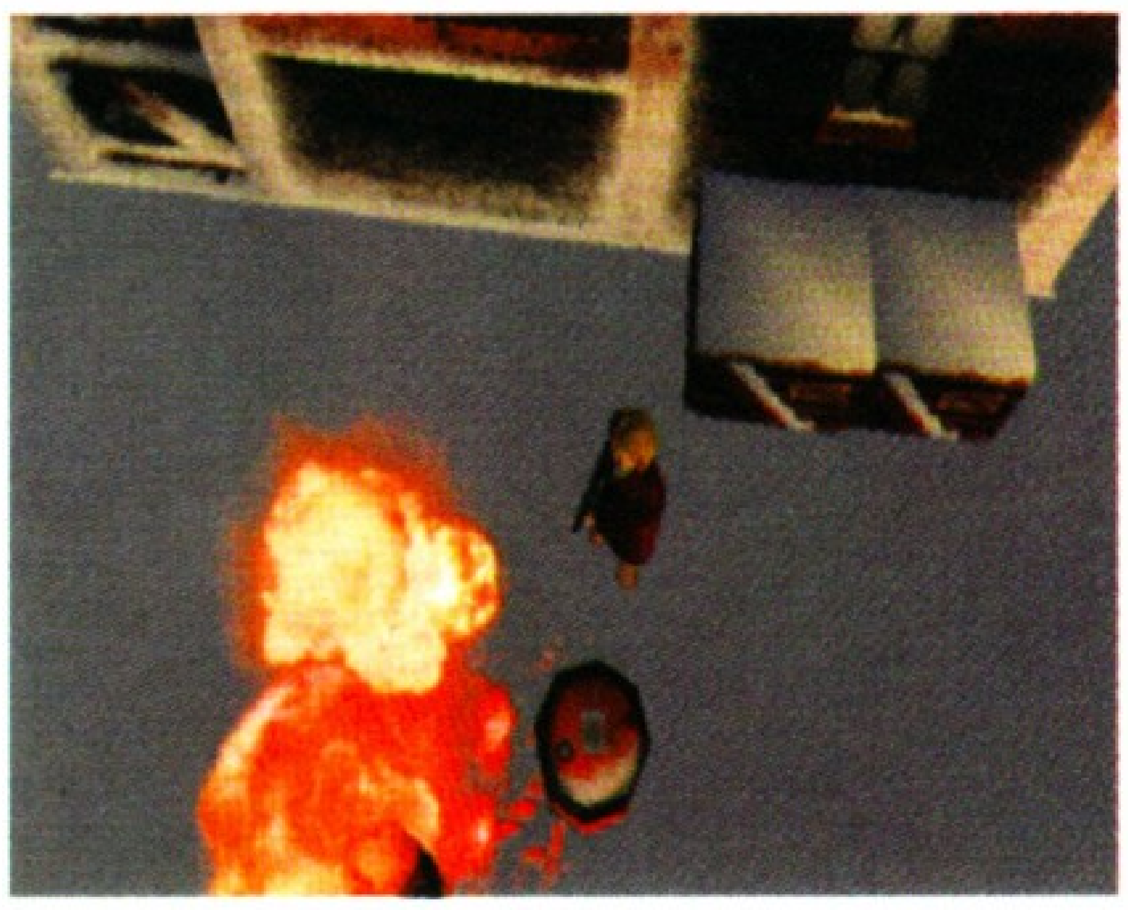
Kenji Eno did point out that D2 is still in the early stages of development on Dreamcast and the demos were running on the same under-powered systems that Sega used for the Iri-San and Tower of Babel demonstrations. However, we did get a pretty good measure of D2's performance at this stage during the show, even if Mr Eno was the only one who got to play the game! What we saw showed plenty of promise - the environments were rich and super-smooth, and Warp's story-telling was as good as ever. But we didn't see too much of the gameplay, and Laura herself seemed lacking in the animation department compared to Tomb Raider's Lara Croft. Special effects, such as exploding barrels also looked unrealistic. It's early days yet, but there is no doubting the scale of Warp's motives with D2. If they can pull off everything they want, it's going to be a cool game.



▲ Notice the subtle shading on Laura in this picture.



▲ As the sun begins to set, a red tint colours the land.



▲ Boom! Laura blasts open some petrol-filled barrels.

Overall, each scene is composed of around 1 million polygons which is a whole lot of detail. The screenshots don't particularly do a good job of putting the game across, especially when you consider that the 60fps frame rate and hi-res visuals.



▲ A panoramic viewpoint.

MUSIC MAESTRO, PLEASE

The power of the Dreamcast's 64 channel Yamaha chip is put to good use in D2. There are two styles of music - firstly the piano/ cello/ violin combo that Mr Eno demonstrated live on stage at the D2 show. These instruments were chosen on purpose to convey different atmospheres within the game. Secondly, there is a more rhythm based percussion soundtrack in the game too, which adds hugely to the more action-based parts of the game. It's just like a movie!



▲ Laura goes walkabout in D2.



▲ Vast amounts of Warp merchandise were available for sale on the day including games! And if you didn't have a Saturn to play those titles with, you could buy one of those too.

BUT WHAT DO YOU ACUALLY DO?

The closest game you can really compare D2 to is probably Tomb Raider, but the differences are obvious. For a start, Warp are stressing the importance of the outdoor environment where a lot of the action takes place. There's a huge amount of interaction here, including jetskis and cable cars that Laura can make use of. Also, combat is a whole lot different. When you're attacked, you're surprised with a third person perspective ambush a la Resident Evil, but the fighting itself shifts to a first person perspective affair.

The biggest departure though is in the area of plot. Whilst the original Saturn D might not have been so interactive (using full-motion video for the most part), there was no doubting its strong message and gripping story line. Coupled with the realtime visuals? Ace!



Irimajiri Guests!

Having never met the Sega President before, it was a bit odd seeing him on three consecutive days during the SSM excursion to Japan! Mr Irimajiri was Kenji Eno's special guest during the presentation and told us how he once jokingly told the Warp boss that if the 3DO M2 system (which was the original target console for the game) did not come out, he should put it on the new Sega machine. Although it was a joke at the time it actually happened when the M2 system was scrapped. Still, when Warp got hold of the Dreamcast, they canned their original D2 work completely and decided to design a game to match the power of the console that would eventually become the Dreamcast.

THE LAUNCH

D2 is currently looking as though it will be one of the five launch games for the Dreamcast in November, although Warp are only committing to a fourth quarter 98 release. Expect to see a whole lot more of this game as Kenji Eno's promotional skills are put to good use in Japan. He's already got a D2 "Sketches" music CD coming out in the next couple of months... and this is just the beginning!

The Mutant Attack!

1


2


3

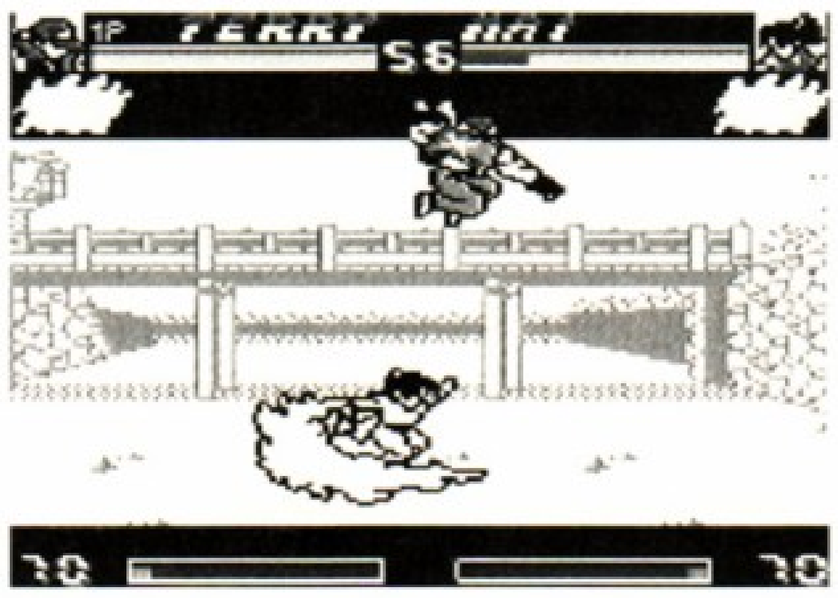

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Neo Geo Pocket Unveiled

Just as we were going to press, we received word from SNK concerning its latest hardware release. The Neo Geo Pocket is set to be the company's first handheld console and will be completely compatible with Sega's Dreamcast. Similar in function to Sega's VMS, both portable machines may be linked for duel play or swapping game information. Likewise, SNK's machine may be connected to the Dreamcast (via an exclusive optional adapter) and used for saving games, data transfer and much more.

Titles scheduled for release on the Neo Geo Pocket include King of Fighters and a number of RPG and sports games, with up to 15 titles available in Japan by Spring 1999. The Neo Geo Pocket also functions as a PDA (Personal Digital Assistant) and clock, calender and horoscope functions are built-in as standard. SNK promises more peripherals and add-ons for the Neo Geo Pocket next year including radio communication kits. Japanese gamers can expect the Neo Geo Pocket to launch in October 1998. A European release date has yet to be announced.

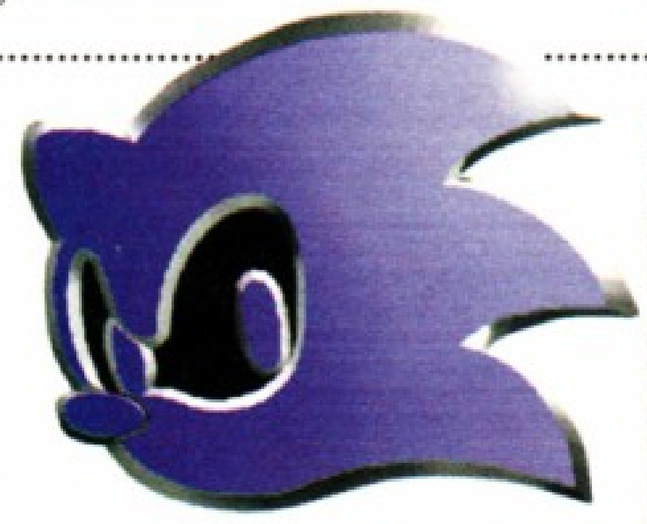


▲ Above: GameBoy King of Fighters.

NEO GEO POCKET SPEC

Size: 122mm (width) x 24mm (depth) x 74mm (height)
Weight: 160g/130g (with/without batteries)
CPU: 16-bit
LCD: 160 x 152 dots, 8 gradations
Serial Operation Time: Approx. 20 hours (maximum)
Special Features:
Built-in RTC (clock function)
Back-up Memory Function

Apology



Sega Saturn Magazine would like to apologise for any inconvenience caused to Sonic Team and Mr Yuji Naka by the incorrect name captions in our recent Burning Rangers interview (issue #31). The article incorrectly identified Sonic Team's legendary Producer Mr Yuji Naka as Main Planner Mr Takao Miyoshi and vice versa. The error was in no way meant to be defamatory and the correctly captioned photographs have been printed here as they were intended to be seen.



▲ Producer: Mr Yuji Naka.



▲ Main Planner: Mr Takao Miyoshi.

News in Brief

Yoshiki Okamoto, head of Capcom's development divisions, revealed a number of Capcom's Dreamcast plans at E3. First up is Resident Evil 4 (that's right, not Resident Evil 3) which should see the light of day sometime in late 1999 or early 2000. Capcom has been recruiting programmers, designers and artists through the Japanese specialist press over the past few months, hinting that the hit horror series is set to become bigger than ever. More news next month...



Terminated!

You know what it's like - you wait weeks, nay months for Sega's latest epic Saturn title to get an official UK release, then none of the high street shops bother to stock it. Bugger. But before you get all arsey and hassling us on the phone, try visiting Games Terminal at www.gamesterminal.com. Launched at the beginning of May, the new online game shop has a range of over 1500 competitively priced new games to choose from, in addition to a large array of second hand titles. As a member you're eligible for some fantastic free gifts and special offers, from free T-shirts to games, all for a small membership fee of £5. Interested? Then visit the site and register now! Even if you're a technologically deprived gamer, a virgin to the wonders of the internet, you can still join the Games Terminal posse by phoning: 0870 606 0054. The membership fee is £12 if you're joining over the phone, but Games Terminal will administer the account for you. Now you can't say fairer than that, can you?



Saturn VF3?

The latest issue of top Japanese game mag, Saturn Fan, has revealed startling information regarding AM2's long-awaited Virtua Fighter 3. It appears Sega has stated they now have a basic version of the game up-and-running on both the Dreamcast AND Saturn, but has yet to decide which version to release. Of course we'd like to see both versions released, but we'll wait and see.

Nutter News!

Lee's going on holiday this month, which should mean two things - (1) a general rise in the quality of the magazine and (2) news reports of beasts ravaging the Mediterranean area. A spokesman for a leading tour operator said: "We're confident that Lee poses no threat to the safety of our customers, but a full refund will be available on request."

Back in England, little Lee was spotted in Brighton, where Simon George reported "Waking up naked, confused and covered in hair, with a peculiar smell of fish lingering in the air" - a sure-fire sign of a Nutter attack. You were lucky to escape with your life, Simon.

Sadly, this might be the last issue Lee Nutter works on, as UK customs have some pretty strict rules regarding rabid animals entering the country, and at the very least, expect a six-month break while he undergoes routine quarantine procedures after his holiday.

By the way, keep those Nutter updates coming in folks!

HMV CHARTS
Week Ending 5th June 1998

KNOW HMV • KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production silver CD games to those who win! This month's winner is Richard Stokes from Tadley.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	House of the Dead	1	Marvel Super Heroes	1	Sega Rally 2
2	Panzer Dragoon Saga	2	Virtua Fighter 2	2	Marvel vs Capcom
3	Steep Slope Sliders	3	Virtua Cop 2	3	Metal Slug 2
4	Resident Evil	4	Sega Rally	4	Harley Davidson
5	Marvel Super Heroes	5	Street Fighter Alpha	5	House of the Dead
6	Duke Nukem 3D	6	Die Hard Arcade	6	Virtua Fighter 3
7	FIFA '98	7	Alien Trilogy	7	The Lost World: Jurassic Park
8	Quake	8	Quake	8	Street Fighter III
9	Alien Trilogy	9	Bust-a-Move 3	9	Motor Raid
10	Sonic R	10	Baku Baku Animal	10	Le Mans 24

NEXT MONTH

What have we got next issue? Hey, what haven't we got! Expect D2, Dracula X, Deep Fear... and more!!



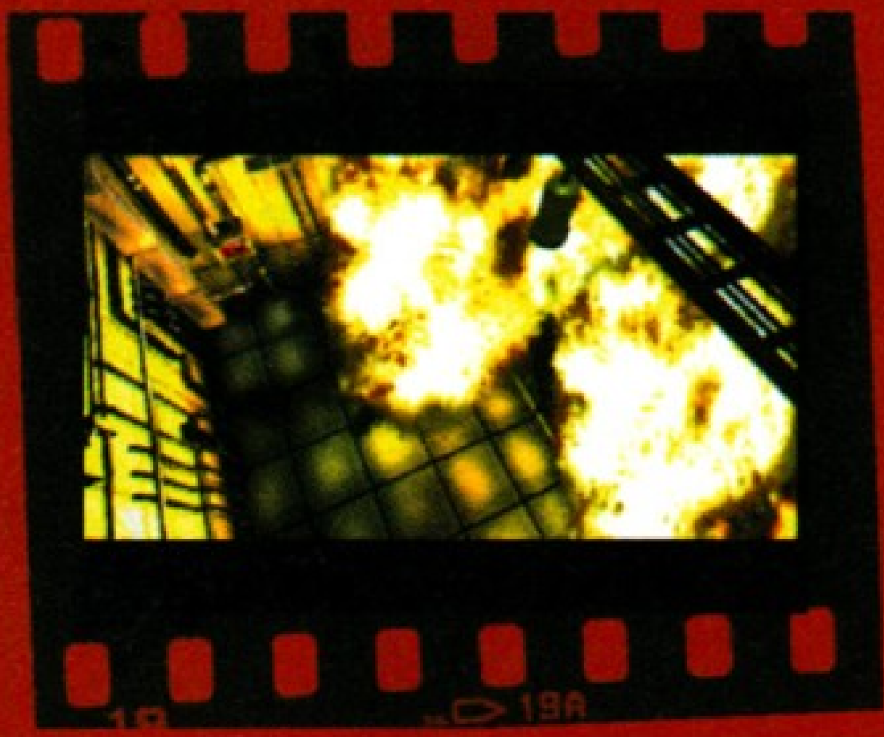
SEGA SATURN MAGAZINE, AUGUST ISSUE OUT JULY 15th

Dear Newsperson,
Bestill my beating heart! Quench the fire that burns within my soul! Witness the very seeds of desire that smoulder in my eyes! You see, the Dreamcast-busting issue of SEGA SATURN MAGAZINE redefined the very parameters by which videogames magazines will be judged. Save us a copy, guvnor!

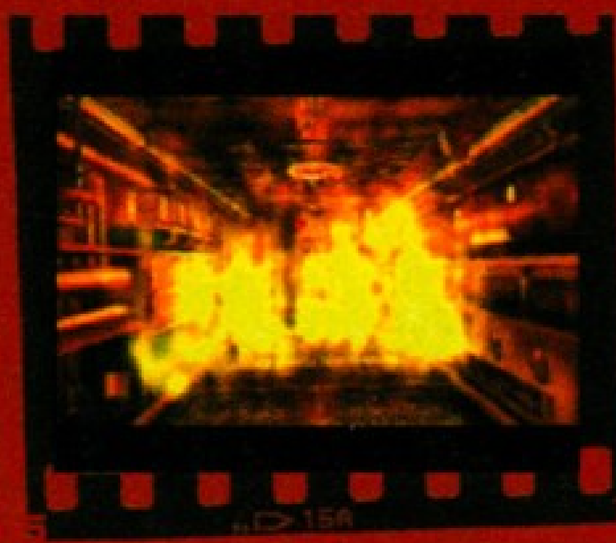
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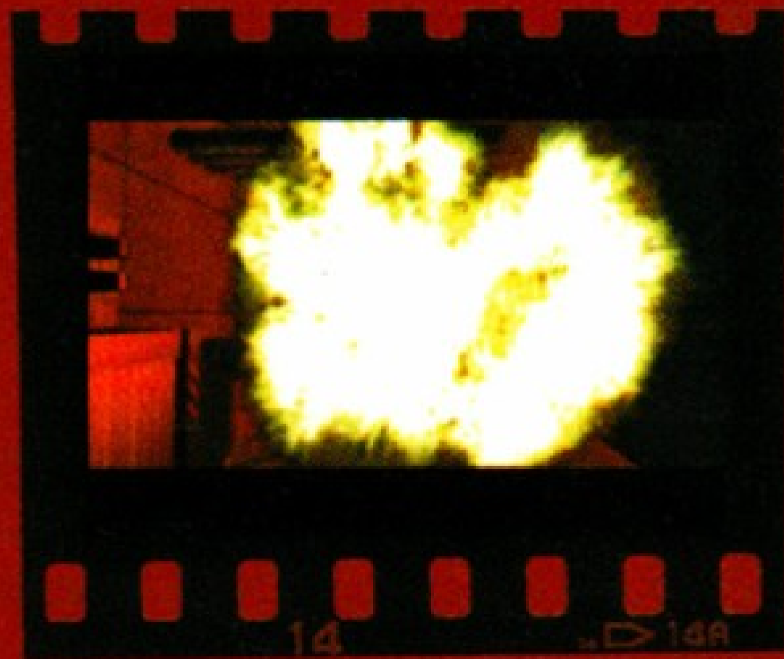
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DEEP FEAR



With Resident Evil, Capcom initiated a new gaming genre, one that's since been imitated, but never equalled. Until now. Sega is putting the finishing touches to its very own 3D horrorfest. WARREN HARROD reports.



As Resident Evil was such a massive worldwide hit, it's somewhat surprising that there aren't more clones of this top title doing the rounds. Obviously seeing a gap in the market, and being keen to release at least one successful Saturn game this Summer, Sega of Japan has been busy developing Deep Fear - an eerie 3D underwater epic that's guaranteed to send a shiver up your spine!

The game's movie-style plot goes something like this: One day, at the turn of the 21st Century, a weather station in Nevada picks up a mysterious object that crashes into the Pacific Ocean. The US Navy immediately sends out its latest state-of-the-art nuclear stealth submarine, the Sea Fox, to investigate. Arriving at the scene they recover the object only to discover that it is in fact the pod of a space rocket that they launched into space over 40 years ago!



MURKY MYSTERIES

However, further investigations reveal that the pod contains some kind of living creature that responds





▲ It's obvious from these blood-soaked screenshots that Deep Fear looks set to be every bit as gory as Capcom's Resident Evil.





▲ How come the game's hero, John Major, looks nothing like his namesake?

Sega of Japan is promising big things for Deep Fear, although comparisons with Capcom's Resident Evil are inevitable.

to their communication attempts. In order to solve this puzzle they take the pod to a large underwater base built at the bottom of the Mariana Trench, the SSB-01: Big Table. All is peaceful for a week, as the scientists there progress with their top secret research into the pod's origins. Days later, orders come in informing the Sea Fox to proceed to its next mission. However, while in a non-controllable docked state, the sub suddenly turns itself around and crashes into the Big Table's mobile marine base, Navy Area. Was it an accident? Was it deliberate? That's up to you to find out!





THE MAN FROM ATLANTIS

Mixing ideas from such diverse sources as The Abyss, Enemy Zero and Resident Evil, Sega's Deep Fear looks set to be a massive hit. Players take on the role of tough ERS (Emergency Rescue Service) chief John Major (yes, we know) as he and his valiant crew attempt to solve the mysteries unravelling in Big Table. As the plot unfolds, crew members begin to mutate into hideous creatures, characters are dispatched in gory style and players discover the >>



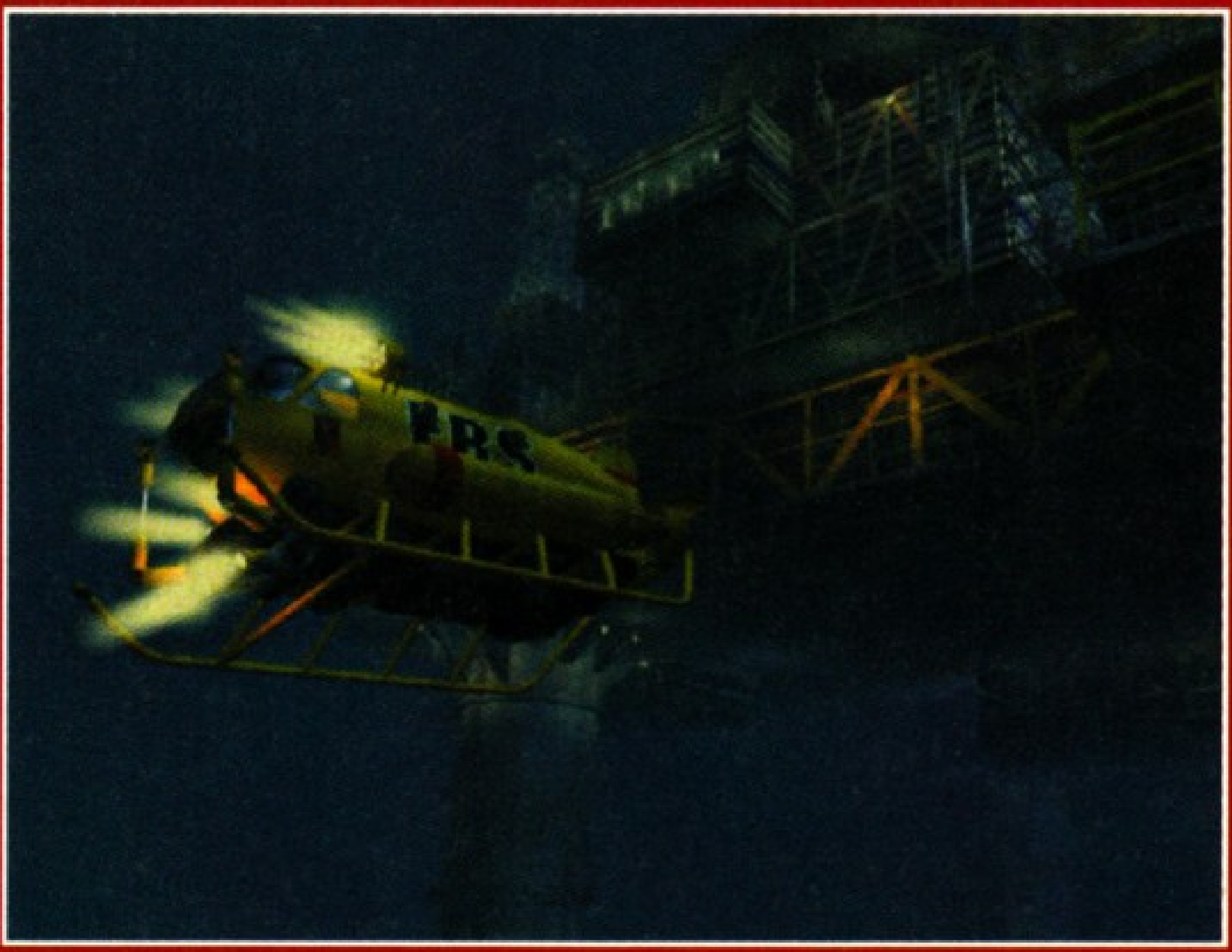


▲ Er... we don't wanna be the ones to mention this, but isn't that creature the Tyrant from Resident Evil?





Are the rest of the crew really what they seem? Find 'em out before they fry you!





Cross The Abyss with Enemy Zero, add a dash of Resident Evil and what you have is one hell of a Saturn stunner!

>> true nature of the pod's purpose. The game is essentially a series of prerendered backgrounds over which 3D characters move and interact with each other, a style of gameplay that Capcom obviously pioneered with Resident Evil. However, Sega is keen to stress that Deep Fear will feature more spine-tingling moments, more locations to explore and blood by the bucketful.

Remember the motto: many hands make light work.

SLIPPERY WHEN WET

What's more, after clearing certain events, players will have the opportunity to improve their firepower with new weapons. This artillery is essential if players hope to survive attacks by the many twisted lifeforms lurking in the game's









CAST AND CREW

There are ten main characters in the game, all of which are encountered during your adventures. We're not sure yet if John is the only playable character or whether you're able to switch between team members to achieve specific goals, but we're keeping our fingers crossed:

CLANCY DAWKINS (54)
Commander in Chief of Big Table.

MCCOY "IRONFIST" LAMBERT (30)
A SEAL unit leader.

DANNY RENOLDS (39)
In charge of the docking area.

DUBOIS AMALRIC (22)
The young genius who designed and built the Big Table.

ANNA LAWRENSON (29)
A diver from the DN communication company.

KEN FUJIYAMA (45)
A salesman from Japan here to collect data on underwater suits.



MOOKY CARVER (20)
The youngest member of the ERS team.

GENA WEISBERG (22)
Big Table's scientist, specialising in molecular biology.

JOHN MAJOR (28)
The new chief of ERS. Used to be a Navy SEAL.

SHARRON STATE (19)
A freelance camera woman from California.





▲ With the base's oxygen and power running out, players are up against the clock in a race to solve Deep Fear's many mysteries.



▲ The game's rendered cut scenes are absolutely stunning.

With a selection of cool weapons on offer, players should make short work of the game's many mutated monsters.

underwater environments. Some of the weapons available include a Glock pistol, MP-5 Sub-machine gun, Shotgun, Stun Grenade and Colt M1991A1. To complement the game's dark storyline, all of Deep Fear's creature designs have been produced by one of Japan's top designers, Yasushi Nirasawa, who worked on such top-selling games as Enemy Zero and Virus as well as the hit movie Men in Black. With this kind of top talent on board, it looks like Deep Fear could be the monster hit Sega hopes it will be. Japanese gamers can look forward to getting to grips with the game when it's unleashed on July 16, but UK Saturn owners need not get too down as Sega Europe intend to release Deep Fear over here sometime in the next few months.

We're all set to receive a PAL version of Deep Fear in the next few weeks, so expect further coverage of Sega's sunken scream next month.



◀ They may be the best of friends, but John's in no mood for Mooky's 'hilarious' high five gag.



▲ As in Resident Evil, Deep Fear combines prerendered backdrops with 3D characters.



▲ Players follow clues and a trail of dead bodies in this awesome underwater adventure.

BY	SEGA		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	IMPORT	1
N/A	STYLE	BATTLE RPG	

Waitasecond. Two Shining Force games in one issue? Yep, with part one of Sega's epic RPG series set for an imminent UK release, Japanese gamers are already getting to grips with their second fantasy helping.

Shining Force III: Part 2



▲ Shining Force III: Part 2 features as many amazing spells and effects as its predecessor.



▲ Prince Medion and his party discuss battle tactics.

So what's the deal then? Well, the truth is that Shining Force III: Part 2 isn't actually a sequel as such. You see, the original idea behind the latest Shining Force trilogy is that all three games occur simultaneously, albeit from three separate points of view. Characters from each game meet each other during the story's sprawling plot and a player's actions actually have a direct affect on events in all three titles. This feature has been dubbed the 'Syncronicity System' by the game's creators, Camelot, and aims to take RPGs to a new level of both character interaction and excitement.

In the first game, players took on the role of Shinbios, master swordsman of the republic as he battled against the might of the evil Destonian Empire. Second time around and you view the game through the eyes of young Medion, third prince of that self same Empire and a character who remains blissfully unaware of the true nature of the war in which he has become embroiled. Medion's adventures take him and his party to the four corners of their world, encountering all manner of bizarre creatures, exploring strange new lands and searching for the truth behind the war that rages back home.



▲ Smooth 3D visuals make SFIII: Part 2 a joy to play.

Shining Force III: Part 2 is essentially more of the same for fans of the series. More awesome battles, more magical spells and more nail-biting intrigue, but there's certainly no lack of quality gameplay on offer. Many of the locations and characters that made their debut in Part 1 are back again, which some players may argue is simply a way for Camelot to use the same sprites and polygon buildings over again, but they're missing the point that the Shining Force III trilogy is supposed to be a shared universe. Characters cross over into each others' adventures and visit each others' kingdoms. It's this sense of continuity that has made SquareSoft's RPGs such monster hits and Camelot should be applauded for taking a leaf out of their books.

> **[Shining Force III: Part 2 features more spells, more battles and more nail-biting intrigue!]**



▲ The game's many magical spells are simply stunning to watch. We're impressed!



▲ Remember to visit churches in order to save your game and character stats.







◀ Things are afoot in Saraband City.

SSM'S TOP 5 MAGIC USERS
1. Paul Daniels
2. Merlin
3. The Great Soprendo
4. Tommy Cooper
5. Doctor Strange



While the basic gameplay and combat systems remain the same in all three titles, each game in the series features a host of new spells to be discovered and unleashed. When activated, offensive and defensive magics are displayed in stunning 3D polygon sequences, with the game's virtual camera spinning around characters and stunning lighting effects showing the Saturn's still got it where it counts. Spells are collected throughout your adventures and also become accessible when characters reach certain skill levels. Likewise, players soon learn to improve their characters' armour, health and experience through combat and quick visits to local stores in order to stock up on vital supplies. In addition, by collecting the legendary mineral Mithrill, blacksmiths can forge weapons and armour imbued with amazing magical properties.

By now, Saturn owners will have had their first taste of the latest Shining Force series and may be wondering when Part 2 will materialise in the UK. Well, to be honest, we're not too sure. Y'see, there were rumours from Sega Europe that all three games would receive a simultaneous release over here, but lengthy translation times have made this idea redundant. In fact we're now hearing whispers from Sega Japan that Shining Force III: Part 3 may never see the light of day at all! We're still keeping our fingers crossed that Part 2 will arrive sometime this year, but we'll just have to wait and see folks.

THREE WAY ACTION!

Camelot's revolutionary Syncronicity System finally came in to play this month as we finally had the chance to see it working firsthand. Shining Force III: Part 2 begins, as the first part did, in Saraband City. Medion and his party have arrived at the town's port and are preparing to meet with the Republic's King in order to discuss peace. However, mysterious forces are at work and enemy agents manage to sabotage the talks. Upon entering Saraband City, Medion and his party actually bump into Shinbios and Co. Players will remember this meeting from the first game and it's really cool to see this event from the opposition's point of view!





▲ Use magic and mystical herbs to regain lost energy.





▲ If you've got a converted Saturn, get an import copy.

MAP TO THE FUTURE

Setting all three Shining Force III games in the same shared world means that players will travel to the same towns and locations in each game, but different events may occur when each party pays a visit. The handy world map (on the right) shows the location of all major cities and areas of interest, but there are many more secret places to discover on your adventures. Who knows what you'll discover in the lost realms? It's also worth making your own map in order to remember exactly where you last saw elusive characters or items.





PREVIEW

BY	UBI SOFT		
RELEASE	IMPORT		PLAYERS
HARDWARE	PRICE	IMPORT	2
	STYLE	SPORTS SIM	

With the annual strawberries and cream gluttony contest of Wimbledon almost upon us, now seems as good a time as any to reveal Ubi Soft's latest Saturn creation - Tennis Arena.



▲ There are literally tons of characters to choose from.





▲ The 'special' moves aren't really that special.

Tennis Arena

It's about time the Saturn had a decent tennis game. With the likes of FIFA, NBA and NHL representing their respective sports on Sega's powerhouse console, tennis fans have had to put up with the godawful Virtual Open Tennis and the very mediocre Breakpoint. Well, at last tennis enthusiasts have something to get excited about, as Ubi Soft's Tennis Arena is a fine example of the largely overlooked genre.

Let's face it, two lanky Croatians whacking unstoppable serves to each other with their space-age carbon fibre rackets and with ensuing rallies lasting as long as three strokes, makes for a pretty dull video game. Fortunately, Ubi Soft's team of top coding talent have managed to successfully balance the realism of the popular sport with a sense of immediate playability and fun. Tennis Arena features all the usual elements you'd expect to find in a tennis sim - different court surfaces, up to eight playable characters, multi-player options and a sizable repertoire of lobs, slices, ground strokes and smashes in addition to special moves. In fact just about the only thing missing from Tennis Arena is an unprovoked impromptu performance from the popular UK chart-topper Sir Cliff Richard himself.





One thing we do take issue with is the sedate speed of Tennis Arena, which fails to replicate the high-velocity thrills 'n' spills of the real-life game. This makes for some endless rallies between the two protagonists, broken only when one of the competitors fails to press

> **The only thing missing is an impromptu performance from Sir Cliff Richard!**



▲ There's a range of five court surfaces to choose from...



▲ ... from grass courts to clay courts...



▲ ... not that it affects the gameplay in anyway.

B-B-B-BUT WHY?

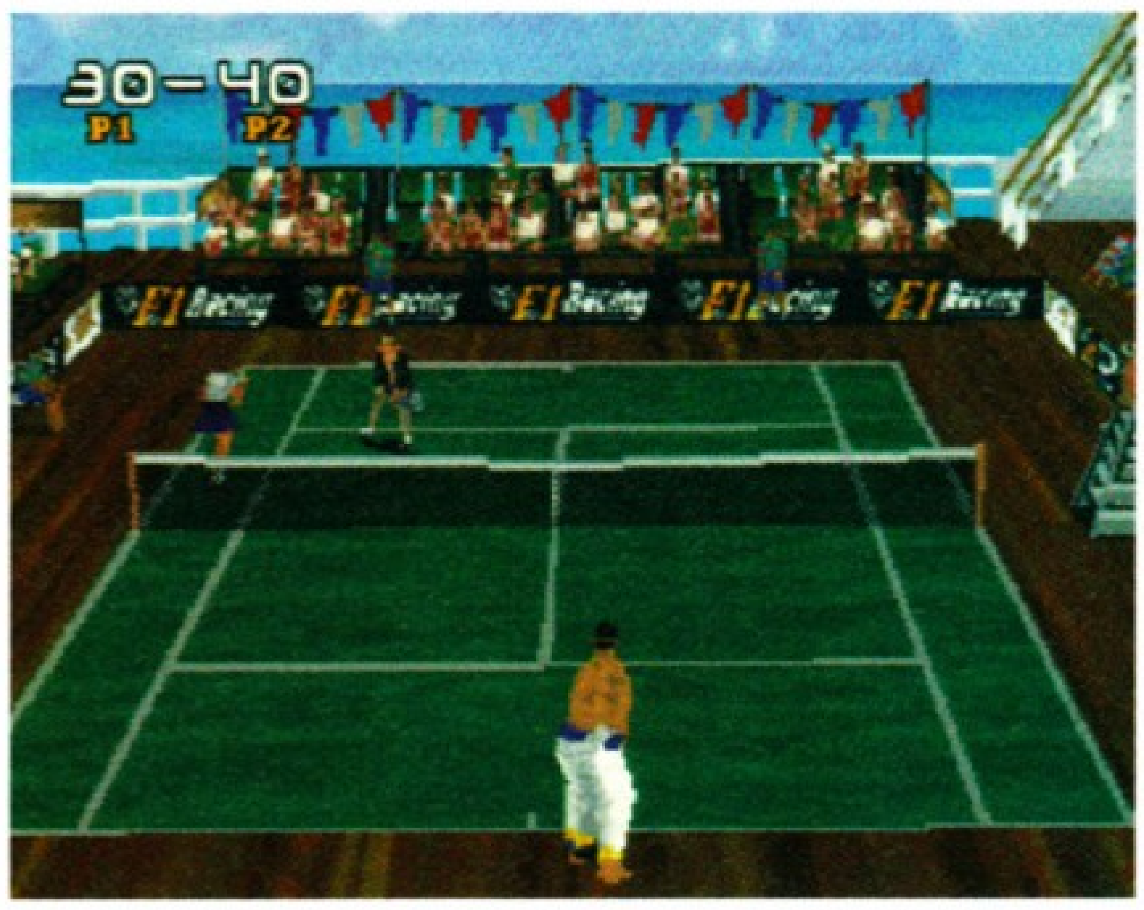
We're not going to pull your plonker here - Tennis Arena isn't the greatest game ever by any means. But it is considerably more playable than some of the crap that has been released of late. Case in point: Courier Crisis. That being the case, we're not quite sure why Tennis Arena isn't receiving an official UK release. It was on the cards a few months ago, but was apparently rejected by Sega Europe's testers (who check games for bugs and so forth). It's a bit of a shame really, as with the annual Wimbledon tournament almost upon us, we're sure it would have performed really well. D'oh!







◄ Tennis Arena is a bit too slow to be like real tennis, resulting in some endless rallies. Yawn...



▲ Not quite sure why there's a sumo wrestler in there...



▲ The lack of options is a bit of a disappointment.

their 'hit' button quickly enough. But once you've got to grips with some of the more spectacular shots and special moves, more interesting matches follow.

In terms of visuals, we would have expected a bit more from Tennis Arena. The textures are a tad grainy and low-res, the animation is barely adequate and the lack of visual refinement is a real set back. After the incredible high resolution visuals of WLS '98, Tennis Arena's lack of visual frippery is a bit of a let-down.

Don't expect to be overwhelmed by an EA Sports-style glut of customising options either, as Tennis Arena is surprisingly sparse in this area. There's a small selection of characters to choose from, different tournaments, courts and so forth, but on the whole there isn't a great deal of variety in the solo mode. But as with any sports simulation, Tennis Arena is best experienced with a group of friends. Up to four players are able to compete simultaneously via a multi-tap in the challenging doubles tournament, which adds a great deal of longevity to the title.



There's just one tiny problem though. Tennis Arena failed to live up to high standards of Sega Europe's stringent testers and as such is destined to remain an import-only title. It's a shame really, as judging by the amount of pesky phone calls we've received (following Saturn Power's unfortunate review blunder), it would appear there's a high consumer demand for Tennis Arena. My advice is to either get your Saturn switched, or dig out your Super NES and a copy of Super Tennis - probably the finest tennis sim ever.

FIVE GREAT THINGS ABOUT WIMBLEDON

1. Wombles
2. Sweaty female tennis players
3. Liberal use of the words 'love' and 'juice'
4. 'Sir' Cliff Richard
5. Matt lives there





▲ The doubles matches are a good laugh, with up to four players competing simultaneously.



▲ A UK release around Wimbledon time would have ensured Tennis Arena's success. D'oh!

BY	SEGA			
RELEASE	OUT NOW			PLAYERS
HARDWARE	PRICE	IMPORT		1
N/A	STYLE	RPG/ADVENTURE		

Hey, it's another preview of Dragon Force 2! This time we look at the finished import version, and have a bit of a nightmare translation session with this Japanese-heavy adventure title.

Dragon Force II



▲ "Commander! Your shirt is most impressive!"



▲ "Look! Look at my breasts! See how round they are!"


▲ No text in the easy-to-understand battle sequences.

It's a bittersweet symphony, that's life on a videogames magazine. You see, for every day spent casually playing the latest beat 'em up, and for every day wasted playing DeathMatch Quake, there are about five days of pain spent puzzling over Japanese options, trying to work out why nothing happens when you press this or that button. Ever slogged through a Japanese RPG for four hours straight, before accidentally selecting the 'Quit' option and losing all your precious work in one heart-breaking "wrong button"" catastrophe? Ever seen a grown man cry?

Elsewhere in this issue there's a preview of Phantasy Star Collection - another great RPG destined not to appear over here, equally incomprehensible and equally unlikely to get an official translation. Previewing Dragon Force 2 could probably be considered the "long straw" - at least I might have a chance of understanding it thanks to the impressive (and translated) first game, although we're still looking at a brain-challenging 100% Japanese adventure game.



And basically, Dragon Force 2 is more of the same pointy-eared adventuring action that we saw in the prequel. Pick a hard-looking character, pick a few feisty-looking warriors for back-up, then start conquering and building an empire, with the added bonus of a personal story developing for your chosen warrior. Just like the original. Most of the changes are visual - the game map screen is a big improvement on the original jerky 2D display, with a lovely 3D map which is a joy to navigate. But, of course, new map screens maketh not new games - so what else is different?


▲ That's a nice magic attack - ground-ripping stuff.

Well, not much really. After the first few minutes play, it becomes pretty obvious that Dragon Force 2 is very similar to the first game. Of course, there's a completely new story to go with a mostly new cast of characters, and there's the fairly new-style presentation to go with the same-as-ever gameplay, but we're basically looking at the original game with a few pretty little extras bolted on for effect.

Which could well be a good thing, as thanks to the mostly similar gameplay design, Dragon Force 2 is pretty

[A rather text-heavy Japanese adventure, but similar enough to the original for diehard fans]



▲ Battles usually degenerate to a fight between leaders.

BELLS,WHISTLES AND KNOBS

Dragon Force 2 is basically Dragon Force: With Knobs On, but they are quite nice knobs. The world map now sports a lovely 3D effect, there are some great new magic spells in the fight scenes, new battle formations for budding military dictators to practice with, and a generally more detailed and anime-styled visual look. There are no major gameplay innovations present, Sega have just been buffing up the presentation and polishing the style. You could say they've been busy polishing their knobs, but that wouldn't be particularly tasteful.







▲ Another major rumble. Who cares if these bits are in Japanese - the international language of extreme violence will do!





easy to understand if you've played the original. If you haven't played the first game... well, it's probably best to steer clear of this rather text-heavy affair. Actually, even if you have played the original, you'd have to be a fluent in Japanese to understand what the hell is going on.

You see, without being able to understand the story progression, the game basically degenerates into a series of unconnected battles, with players soon losing interest in what's going on and missing out on the no-doubt beautifully crafted story. The battles are pretty easy to understand though, with a little bit of experimentation quickly translating the attack options, it's just that with no idea of the consequences it kind of ruins the fun for non-Japanese gamers. There's a great game underneath, but it's buried a little too deep for most of us to find. A nice birthday present for a Japanese friend!








Here's a look at how the battle system works, for any uninitiated Dragon Forcers lurking out there. (1) Select the members for your team. (2) Pick a juicy-looking target to attack. (3) Massive group fight! (4) Once all the soldiers have been destroyed, there's a one-on-one battle for victory between the two commanders. Characters can even be swapped if they're taking a bit of a beating.




▲ The world map scrolls nicely in a 3D manner, and it's huge too - easily twice the size of the original game. And with the plot-translation hassles, it's a major challenge.



▲ When it's one soldier against ten opponents, good magic skills can save the day.



▲ It's Dhalsim! Say hello to the other Street Fighter lads on your way back, rubber man!

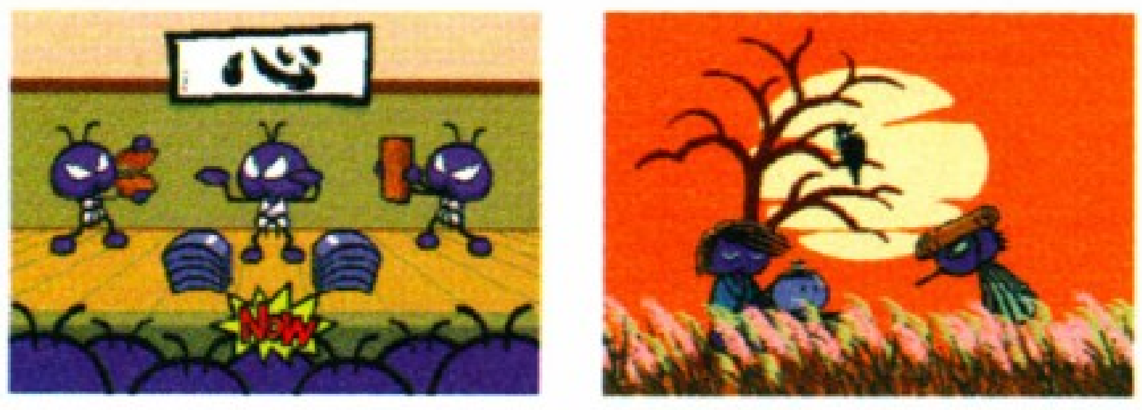
BY	MEDIAQUEST/SEGA	
RELEASE	OUT NOW	PLAYERS
HARDWARE	PRICE IMPORT	1
N/A	STYLE PLATFORM	

Taking the platform revival from the catwalks of Milan and onto the equally glamorous setting of Sega's premier powerhouse console, Tempo's back in an all-new Saturn adventure!

Super Tempo



▲ In all honesty, it looks just like the 32X version.



▲ More of that wacky Japanese sense of 'humour'.



So what of this 'Super Tempo'? Is it an all-new 32-bit visual extravaganza, exploiting the full range of awesome graphical capabilities offered by Sega's wondrous Saturn technology? Nope. It's an 'enhanced' version of the badly received Japanese platform adventure, Tempo, which debuted on the ill-fated 32X console. Some four years ago. Nice one.

If you're not familiar with Tempo - which not being a Japanese 32X owner you have every right to be - it doesn't take long to learn the necessary. Tempo is the musically orientated central character around which the game revolves. He bounces around brightly coloured platform environs, using his unique bubble-blowing ability to entrap and destroy the innumerable creatures residing in the habitat. There's some sort of plot to the whole shebang, which, not being fluent in Japanese, continues to elude me. However, we can say that collecting musical notes along the way appears to be of definite long-term benefit, enabling you to enter into all manner of bizarre mini-games.

Sounds fair enough, but Super Tempo takes on a more sinister twist when entering the eerie 'pet cemetery' level. Before Tempo is able to exit the level, he is first required to resurrect the ghosts of several deceased farm yard animals. Now between you and me, I find this a most chilling prospect. Is this really the sort of stuff we should be encouraging young children to play? I think not.





▲ There some cool flying stages later in the game.

Moral gripes aside though, I dare say that most people could find themselves playing and enjoying Super Tempo, for a short while at least. There's a decent variety of tasks to perform, some novel and at times humorous gameplay touches and sizable end-of-level bosses to test your

> [Super Tempo is not completely **without merit**, but there are **better games** available]



▲ Collect enough musical notes and you can visit the games arcade to play the bonus sub-games.



▲ We've always thought it odd that there aren't more of these platform games available on the Saturn.



▲ The low enemy counts makes it all a bit tedious.



▲ Crazy Japanese bonus sub-games. Weird, eh?



▲ Each of the end-of-level bosses require players to employ a unique method of destruction.





TOP 5 WORST PLATFORMERS EVER

1. Chester Cheetah
2. Dark Castle
3. Bubsy the Bobcat
4. Pink Panther
5. Green Dog

IT'S A BIT LIKE....

The eagle-eyed among you may have spotted that Super Tempo bears an uncanny resemblance to Ubi Soft's Rayman. In fact, the two side-scrolling platformers have a great deal in common, though it has to be said that Rayman is clearly the better of the two. The visuals are rich and varied, the gameplay a damn-sight speedier and it's also a heck-of-a-lot cheaper than an import copy of Super Tempo. Ubi Soft, by the way, are known to be doing some cool new stuff for Sega's Dreamcast console, with the possibility of Rayman 2 emerging on the ultra-powerful machine. Now there's something to really look forward to. Joke.





▲ Hmmm.... not quite sure what's going on here.

skills out on. But Super Tempo's particular brand of platforming action becomes rather tedious all too quickly. The lumbering pace of the action, low enemy count and general wackiness of the proceedings will leave most gamers swearing like a trooper.

There doesn't seem to have been a great deal of effort put into the graphics either. As you can tell from the screenshots around these pages, the 2D parallax scrolling backgrounds lack the finer detail and depth of comparative titles, looking positively 16-bit in appearance. In fact, very little appears to have been done to the title since we first clapped eyes on the 32X version all those years ago.

Now I'm not going to bother with the "why isn't it coming out over here" rant, because frankly, Super Tempo doesn't deserve a UK release. It's not completely without merit, but there are markedly superior examples of the genre already available.



▲ The visuals are certainly colourful enough, but a tad basic by current standards.



▲ Resurrect the ghosts of dead farm yard animals in the eerie cemetary level.

BY	SEGA		
RELEASE	IMPORT	PLAYERS	1
HARDWARE	N/A	PRICE	IMPORT
		STYLE	RPG

Remember when Sega was cool? When you could buy a Sega game without being sneered at by PlayStation owners, or gobbed on by N64 freaks? Ah, then you'll surely remember Phantasy Star...

Phantasy Star Collection



PHANTASY STAR

Phantasy Star was originally released in early 1988. Set in the year 3420, the main character finds her brother slain at the hands of Lassic, an evil king who is hell-bent on leading their world to destruction. Together with her three companions, Alis embarks on a treacherous journey to avenge her brother's death. Despite being an early Master System game, Phantasy Star boasts impressive visuals, a deep and involving storyline and a stern challenge even by today's standards.





▲ There's even a Doom-style 3D dungeon stage in there!

PHANTASY STAR II

The long-awaited sequel emerged in early 1989 and proved to be a huge success. Set a thousand years later, all is not well in Algo. Mutant bio-monsters run amok, making it impossible for citizens to leave their homes. As an agent working for the new regime, it is your task to uncover information to determine the origin of these creatures. Whilst lacking some of its predecessor's finer gameplay features, notably the 3D dungeon scenes, the benefits of the more powerful hardware elevate PSII way above the original.



Much has been made of SquareSoft's top-selling PlayStation RPG, Final Fantasy VII. But with the likes of Grandia, Panzer Dragoon Saga and Shining Force III emerging on Sega's console over recent month's, there can be little doubt that the Saturn is the console of choice for the true RPG fan. Consolidating this favourable position is the latest addition to the Sega Ages label, the fantastic Phantasy Star Collection.

Firstly, the bad news. As with Game Arts' epic Grandia adventure, Phantasy Star Collection features an enormous amount of Japanese text. Reams of it in fact. That being the case, it's highly unlikely that Sega Europe would pick up the pack for a UK release, considering the lengthy and very costly process of translation. It's a big shame really, as the only way to experience this series of excellent games is to either dig out your old Master System and Megadrive versions, or become fluent in Japanese. Grrrr....







▲ (Left) Just a few of the characters you'll encounter.

Gripes aside, Phantasy Star Collection still has lot going for it. For starters, the pack consists of all four of the epic Phantasy Star games. Each has been replicated in pixel-perfect fashion to mirror the illustrious originals and crammed onto just a single CD. Big fat hairy deal, you might be thinking. But the extra storage space offered by the CD format has enabled Sega's top coders to bundle in a decent smattering of extra features too. Take the intriguing 'gallery' option for example. Contained within is an array of high-resolution images from each of the Phantasy Star games, from original artwork to spectacular rendered pieces,



▲ The second game in the illustrious series benefited greatly from the superior hardware of the Megadrive, with smooth scrolling, colourful visuals and some fantastic tunes.





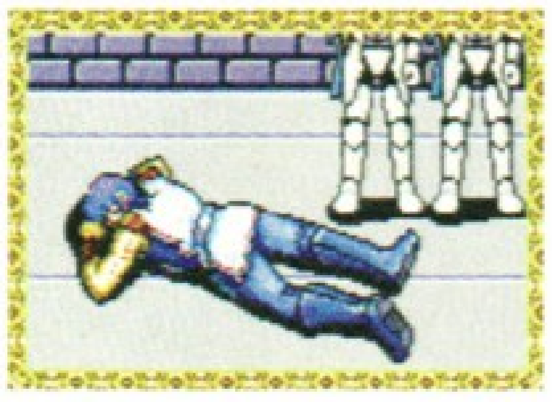


▲ There's an impressive range of artwork to view.



some of which are seen dotted around these pages. Or select the 'movie' option and you are presented with all the original Japanese television commercials from each of the respective RPGs, some of which are quite bizarre indeed.

Sega's coders have also taken the time to enhance the quality of the audio tracks by making use of the Saturn's superior sound chip, and the FMV intros have been given a slight make over too. But don't expect any radical improvements, because on the whole the Phantasy Star games look and play just the way you remember them, which after all is the whole point of the Sega Ages label.





▲ (Left) Alis' brother slain at the hands of the evil Lassic.

The only question remaining is why Sega are releasing Phantasy Star Collection so late on in the Saturn's life? Is it paving the way for a Saturn Phantasy Star game, or bridging the gap to Phantasy Star V on the Dreamcast? Stranger things have happened.

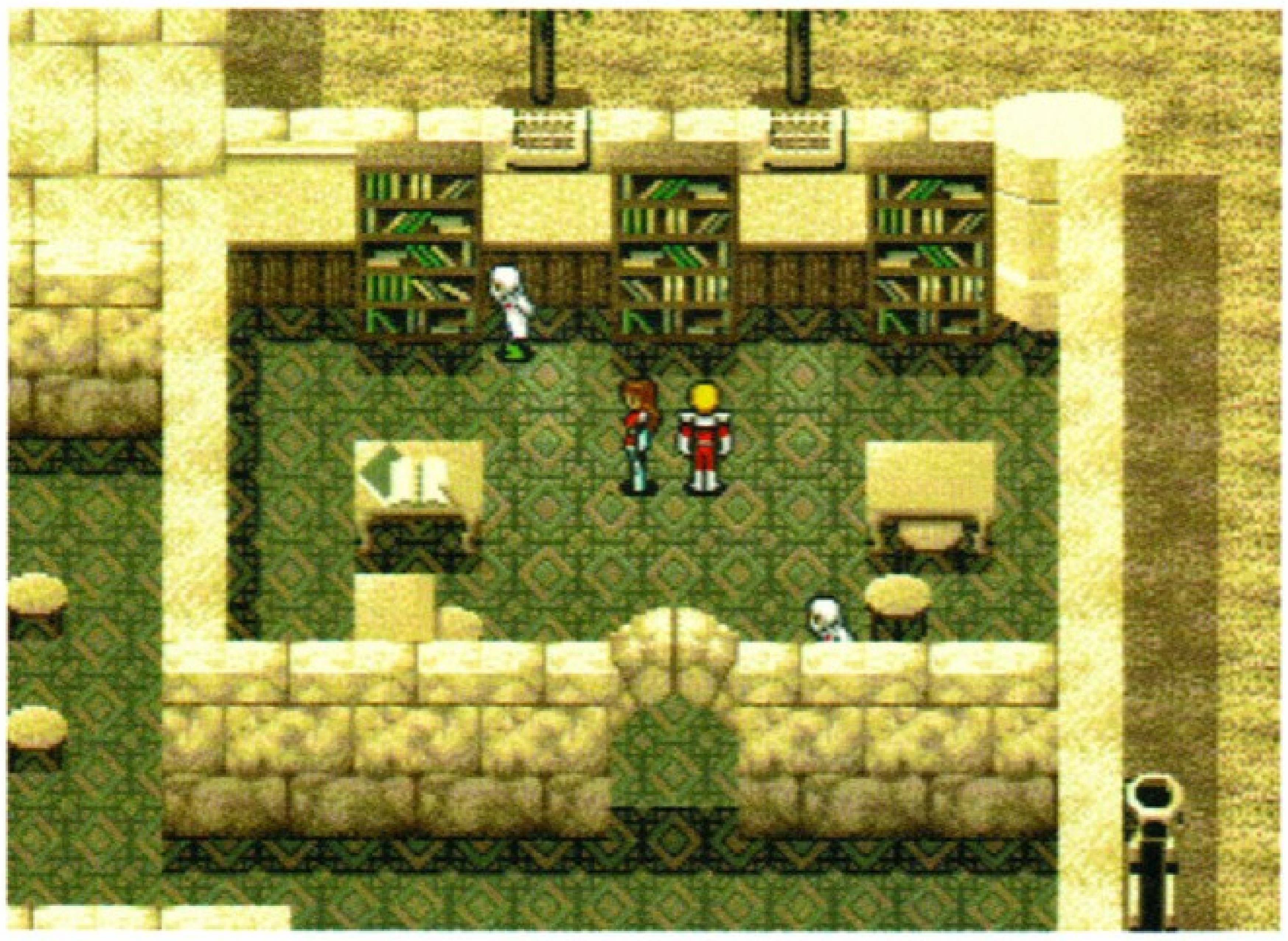
[All four Phantasy Star games are perfectly replicated and crammed onto just a single CD!]







▲ All the original Jap commercials are in there!



▲ In Phantasy Star IV, players take the role of Chaz, one half of the cheeky cockney pop duo, Chaz & Dave. Just kidding. No really. I just can't think of anything else to write.

PHANTASY STAR III

The third game in the series was released in early 1990. Set just after the long and bloody conflict between the Orakian and Layan worlds, a final battle ensued in which all combatants were killed. Passageways between the two worlds were sealed and people soon forgot about the terrible past. But only two months ago, a young women was found washed up on the shore near Landen. The girl remembered nothing of her earlier life and was nursed back to health by the noble Prince Rhys. Eventually Maia and Rhys fell in lurve, starting a chain of events which would change the worlds forever! Though not quite in the same league as the second Phantasy Star adventure, the third installment is certainly a worthy addition to the illustrious series.



PHANTASY STAR IV

Phantasy Star IV arrived in late 1993. The plot follows on from the second adventure, with the planets in the Algo Star System plagued by a horde of terrible monsters. From that time, a band of warriors emerged, known as the Hunters. These mercenaries specialised in the extermination of these bio-monsters, by use of magic spells or brute force if necessary. As a young Hunter named Chaz, your mission is to rid the world of the forces of evil forever! Phantasy Star IV is undoubtedly one of the better games in pack, with some fantastic 3D combat (for the time at least), engrossing storyline and some fantastic music. We can't wait for a Dreamcast version!



▲ A Dreamcast version is strongly rumoured on the 'net.





PREVIEW

BY	GAME ARTS		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	IMPORT	
	STYLE	3D MECH COMBAT	

After a two year wait for a sequel to Game Arts' mech-blasting original, our prayers have finally been answered. With more big guns, explosive action and cool link cable features, GunGriffon II is awesome!

GunGriffon II



▲ Don't just stand there... blast 'em to pieces, pal!

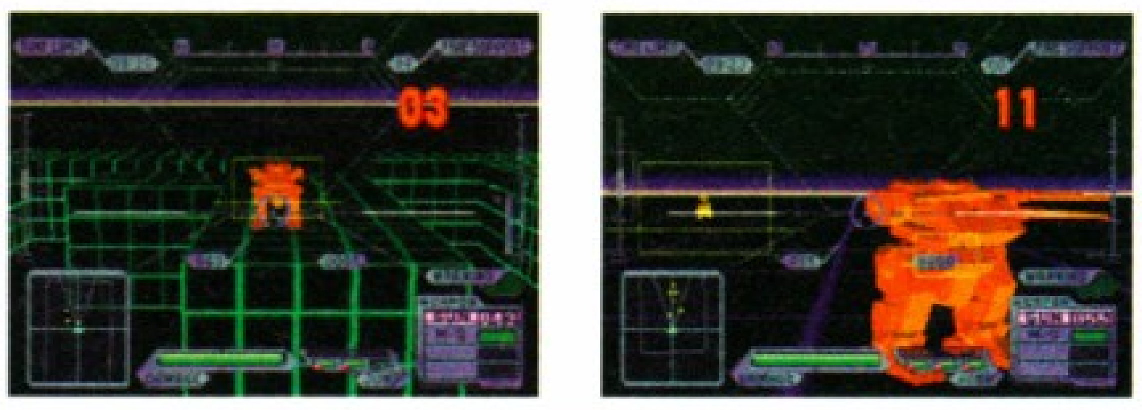


▲ Save your powerful weapons for tougher foes.

Although only available on import, GunGriffon II is one title every Saturn owner should get their mitts on. Whysat? Well, for starters it's a great one player title packed with some nail-biting missions and superb search-and-destroy campaigns. Requiring pilots to face a host of enemy vehicles and mechs, these tasks are undertaken from behind the controls of the GunGriffon robot itself. Essentially a ten ton mobile assault platform, these mechs are the backbone of your armies' forces and prove indispensable in combat situations. Armed to the teeth with machine guns, rockets and heat-seeking missiles, the GunGriffon is a towering twenty foot tall titanium titan... and you've got your finger on the fire button!

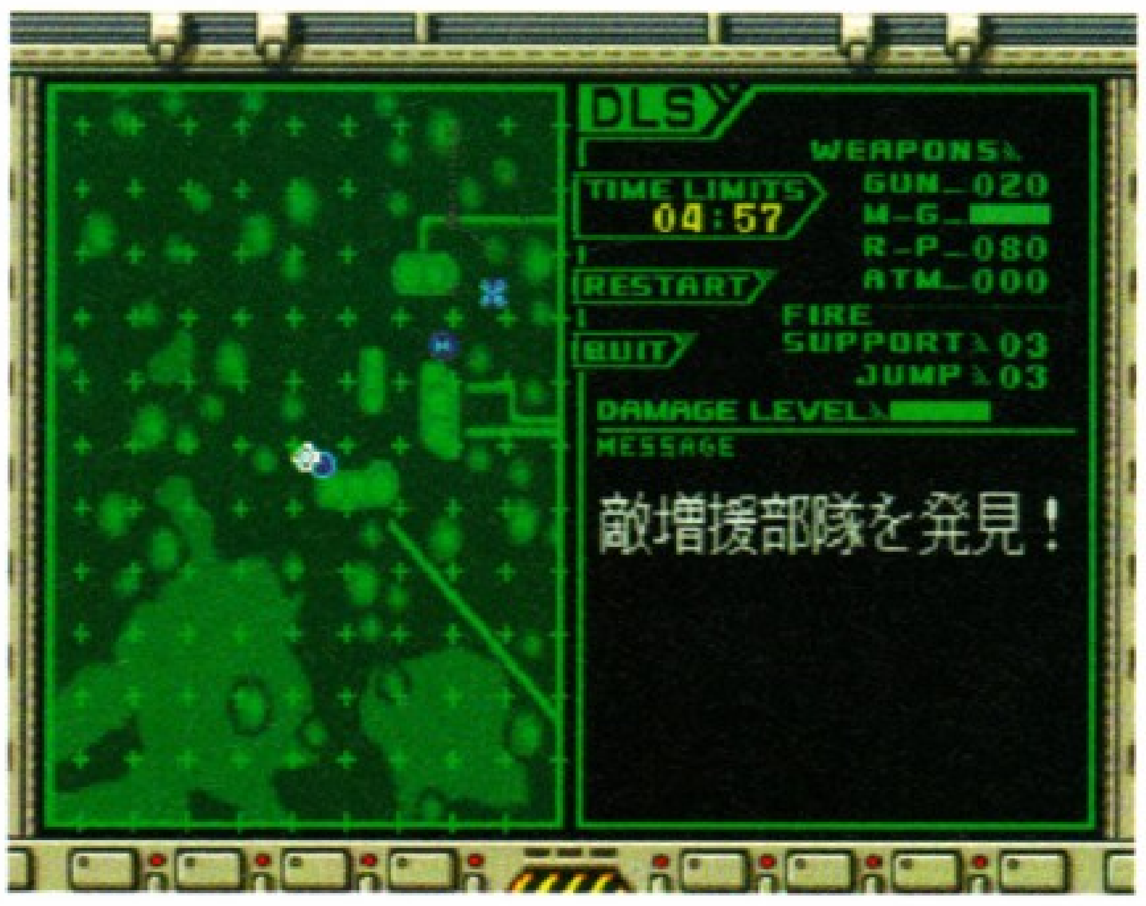
The game's eight one player missions vary from protect-and-survive outings to full-on firefights. All campaigns take place in a set battlezone and exiting this perimeter or running out of time results in mission failure. To avoid these scenarios from occurring, players soon learn to master their mechs, keeping a close eye on the GunGriffon's heads-up display which shows zone markers, enemy positions, time remaining, damage levels, altitude and weapon selections. Speaking of hardware, mechs boast state-of-the-art weaponry for facing all situations and players have the option of selecting which particular ordnance they'll require for specific missions. These devices range from the MG cannon (a 30mm gun with superb range and power) to





▲ GunGriffon II's essential Exercise Mode in full effect.

[Get your Saturn converted and enter the fast-paced, explosive world of GunGriffon II!]

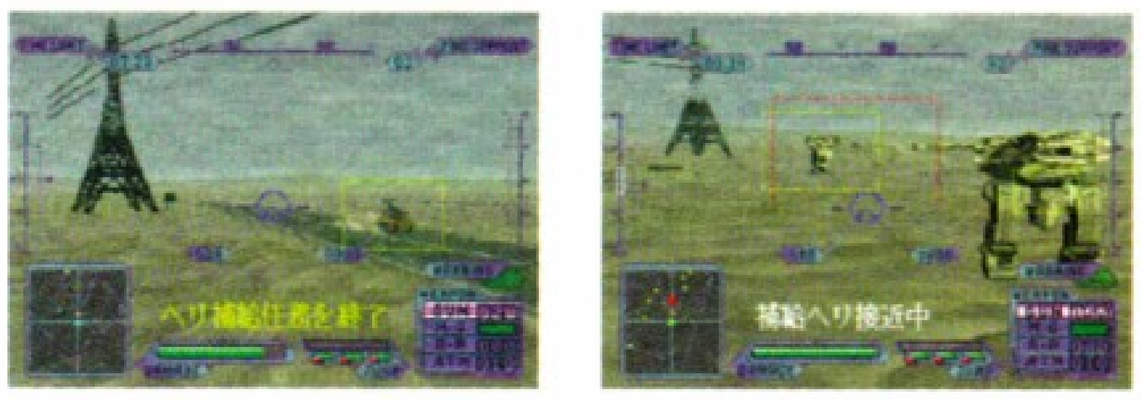


THE MISSING LINK

Here at SSM, we're big fans of multi-player games. Every lunchtime, the rest of the team are subjected to the ritual humiliation of Lee Nutter being humbled by the Master at Quake and even Jason often indulges in a spot of network Command & Conquer. Thrilling as this may be, the Saturn's multi-player potential is usually limited to two-player split-screen racing antics such as Sega Rally and Daytona CCE. The Link Cable never saw a release in the UK, but is still available in many import stores and compatible with the likes of Virtual On, Doom and Independence Day. It's an essential piece of kit but one that developers never really got to grips with. Worra shame...







▲ The backdrops may look drab, but they're still detailed.



▲ Selecting the right weapon for the right job is essential.



▲ Survival Mode offers players a huge selection of mechs.



▲ Keep an eye on your heads-up display for approaching foes, weapon status and low armour warnings.





▲ Although solid 3D, there are noticeable graphical glitches.

the ATM launcher (homing missiles ideal for eliminating airborne targets and other mechs). Careful use of these weapons can make all the difference between a successful strike or your GunGriffon being reduced to so much scrap metal.

What's more, your mech also comes equipped with a number of other nifty features, such as the ability for players to rotate their gun turrets 360 degrees whilst running in any direction and the essential jump option. Absolutely vital if you're in trouble or simply handy for some quick aerial surveillance, the jump pack enables players to hover in the air for about five seconds before crashing back to earth. Mastering the jump pack opens up a world of high speed sneak attacks and strategies, with mech pilots dropping from the skies into the thick of advancing forces before scattering them with a few well-aimed missiles!



▲ Protect the helicopter from attacking enemy forces!

As well as the eight standard missions, would-be warriors are also presented with a number of other game modes with which to hone their skills. The Exercise Mode features two training missions for players to undertake, with the beginners campaign offering novices a simple non-threatening way to learn their mech's controls. The expert mission on the other hand, ups the stakes by hurling players against intelligent foes. Of more interest is the Survival Mode, where players face hordes of enemy »

BONUS GUNGRIFFON MISSION

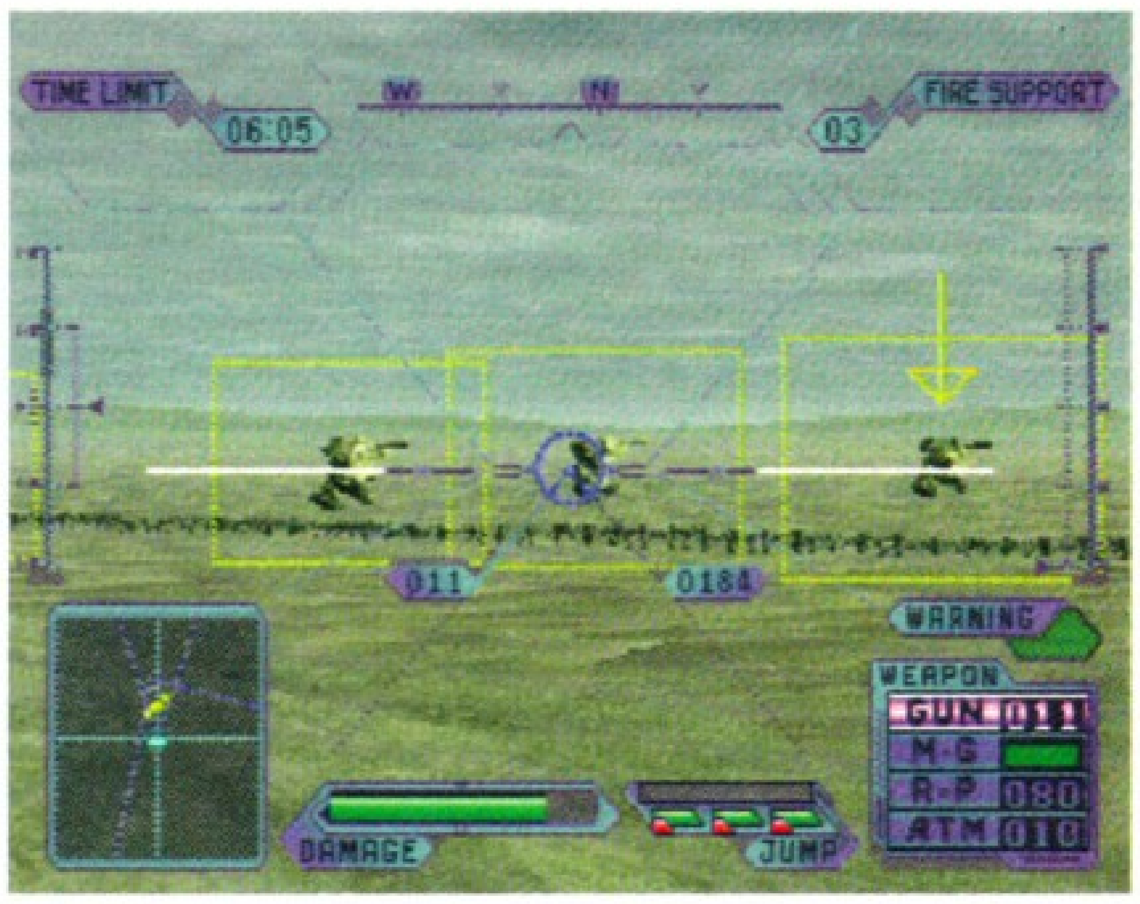
Still got that old copy of the original GunGriffon? Well dig it out pardner, because those of you with save positions from the first game will be able to access a secret bonus mission in GunGriffon II! Simply save the first game at any point then put GunGriffon II into your Saturn. Select the Exercise Mode and you'll now be able to play an all-new campaign. Be warned though, this mission is extremely tough and only for those of your with supreme mech piloting skills.



▲ Save GunGriffon and play a cool secret level!

SSM'S TOP FIVE BIG 'BOTS

1. Shogun Warriors
2. Virtual On Virtuaroids
3. Mecha Godzilla
4. Mobile Suit Gundam
5. MechWarrior II



▲ The yellow square indicates approaching enemy mechs and vehicles. Wait for the missile lock warning before letting rip with your powerful Anti Tank Rockets.



▲ On-screen messages provide target information.



▲ Close quarters combat is often explosive and fatal.

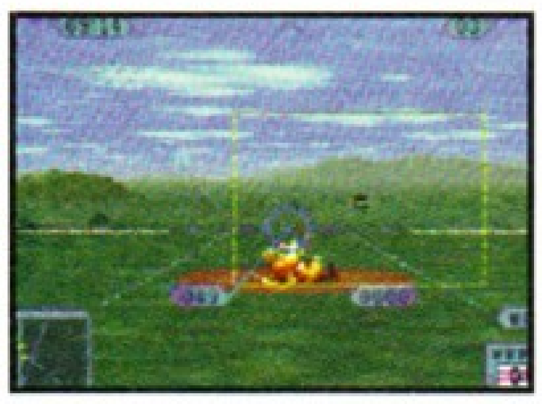


▲ Hold your fire! The supply plane is on your side, mate.

MISSIONS: IMPOSSIBLE

MISSION 1: Preemptive Strike
Location: Awjilah
Date: 2/9/2015

In this first scenario, all you have to do is destroy all of the enemy forces. If you haven't opted to tackle the game's Exercise mode, this initial mission is the perfect opportunity for players to get to grips with their mech's abilities and handling.





MISSION 2: Lost Victory
Location: Sidi Barrani
Date: 2/12/2015

An evacuation is occurring and players begin this battle with some help from a few non-player friendly units around a small complex. Sometime during the mission, a transport helicopter will arrive on the scene and land at the compound. It will stay at the complex for a while and then take off. It is your job to protect the 'copter until it completely exits the battlefield.





MISSION 3: Valentine Pocket
Location: Quattara Depression
Date: 2/14/2015

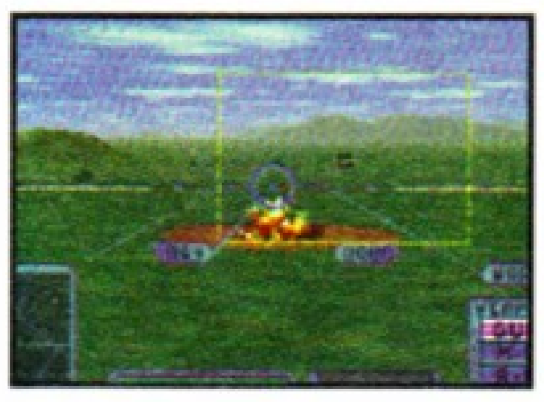
You are acting as an escort for an armoured convoy making its way through the Quattara Depression, a desolate, blasted landscape. Players have to protect this convoy until it makes its way to the other side of the battlefield. To successfully complete this mission, at least one vehicle has to survive the trip.



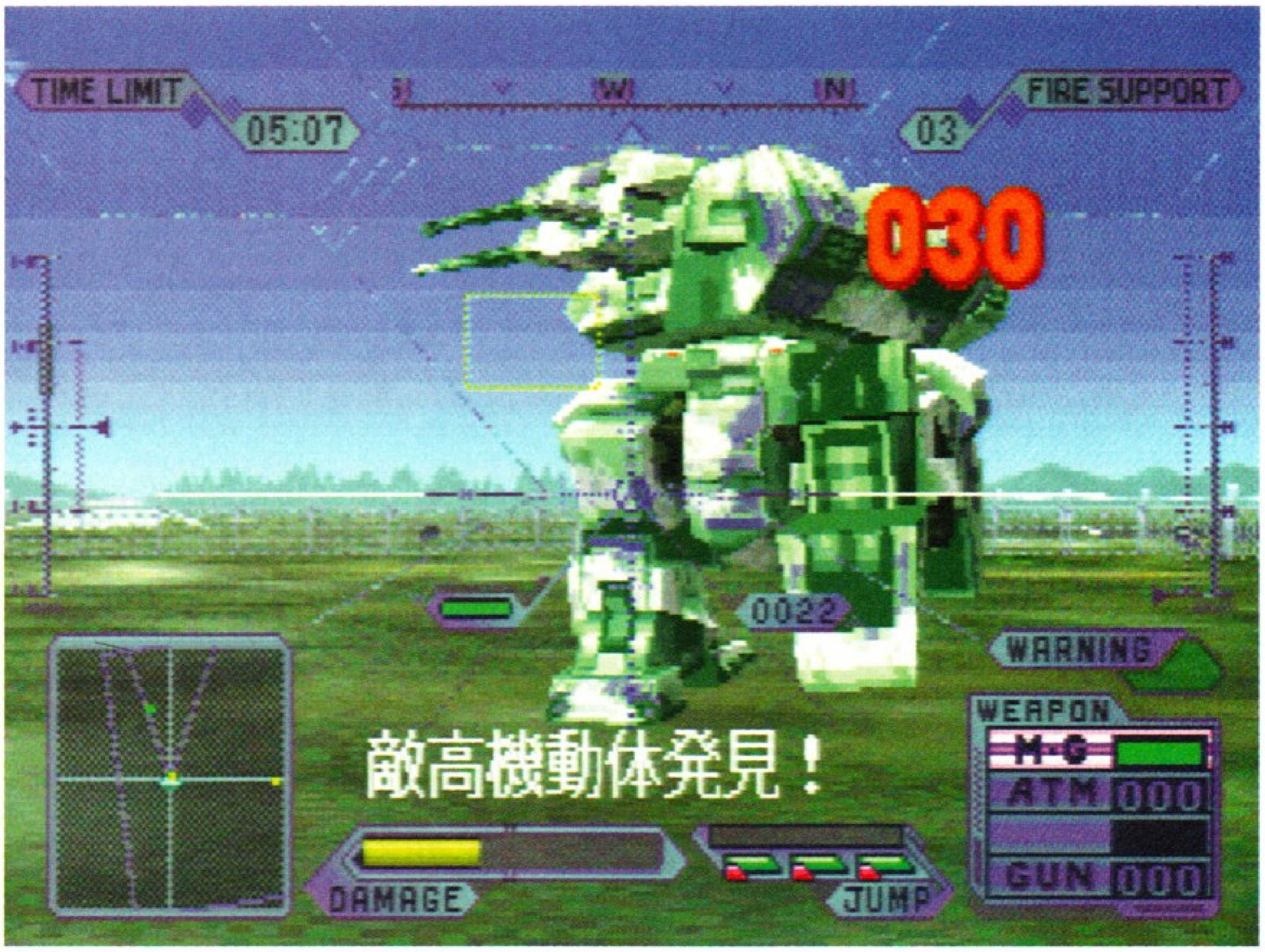


MISSION 4: Ice Crystal
Location: Vostachnaha Litsa
Date: 5/7/2015

This campaign is set in the frozen tundra of Northern Russia. Your main headquarters for this mission is a submarine which has broken through the ice layer. Players are required to protect the sub at all costs. Furthermore, a cargo plane has crash landed in the area. A rescue helicopter is on-route and will arrive on the battlefield sometime during your mission.







▲ The attention to detail in GunGriffon II is pretty impressive and vehicles boast smart camouflage paint schemes.

>> hardware and battle against the clock to stay alive. What's so impressive about this option is the selection of playable craft to choose from. Bored with your GunGriffon? Okay, switch to a tank, APC or even a helicopter! The last vehicle choice is particularly intriguing as piloting the 'copter essentially turns the game into a very impressive Thunderhawk clone! Let's see MechWarrior II match that...



But it's GunGriffon II's two player mode that makes this title just that little bit special. Although a split-screen option may have been an easier solution, Game Arts have gone the distance by opting to utilise the Saturn's little-used Link Cable. By connecting two Saturns and two TVs, GunGriffon II moves up a notch in our estimation. Players now have the ability to team-up and help each other in the game's main Scenario Mode or blast each other to pieces in the challenging VS Mode. While many gamers may complain that this style of videogaming is more hassle than it's worth (indeed PlayStation link-up games are now virtually nonexistent), GunGriffon II really benefits from this unique feature.







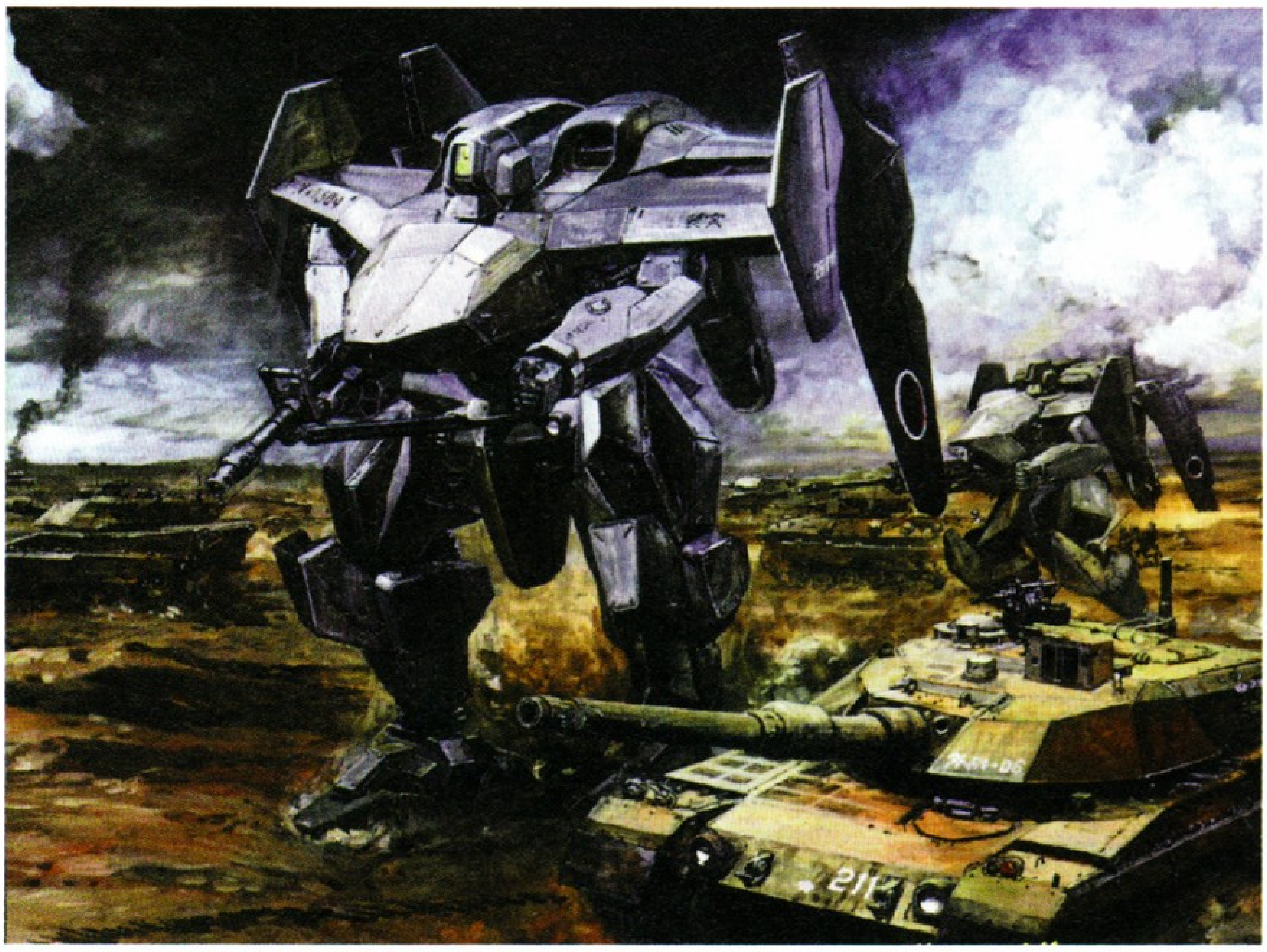
▲ "Use your harpoons and tow cables. Go for the legs!"



▲ Switch to machine guns for in-yer-face close combat.



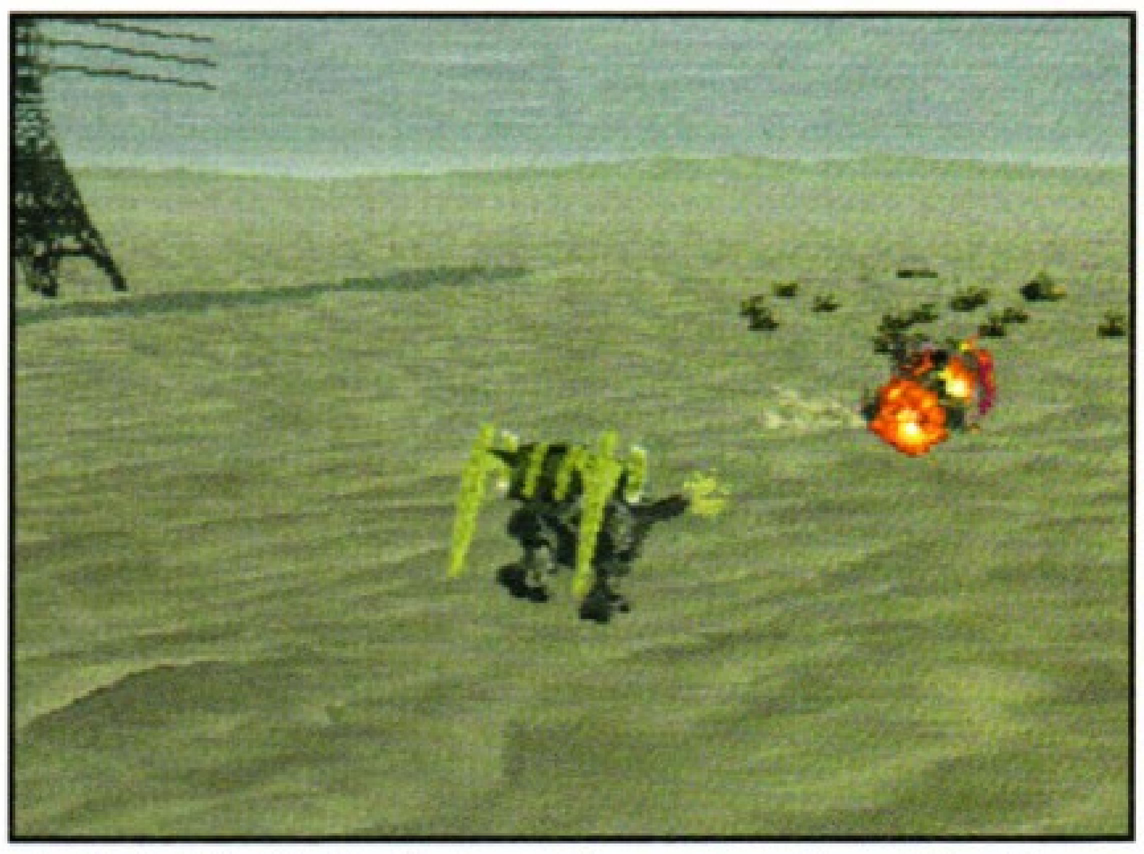
▲ Mechs come in all shapes and sizes. Worra big bugger!



▲ With two Saturn GunGriffon games under their belt, will Game Arts now switch their attention to the Dreamcast?

INSTANT REPLAY

There may only be one point of view when playing from the cockpit of your monster mech, but GunGriffon II's amazing replay feature is a wonder to behold. Once a mission has been successfully completed, select the replay option and prepare to be dazzled. By using the Saturn's joypad buttons, players control the replay camera and have the ability to zoom in and out at will. Furthermore, by tapping the L and R shoulder buttons, the replay continues from the point of view of every other vehicle in the battlezone!



▲ Using the Replay feature, players have the option of watching their performance from many different angles. Also take a peek at the action from the enemy's viewpoint.





▲ There's nothing more satisfying than a big bang...





▲ Forget your training and suffer a humiliating defeat.



▲ When tackling the Survival Mode, we recommend checking out the helicopters on offer. Playing the game from the air adds a whole new angle to GunGriffon II.

To put the icing on the cake, Game Arts have also ensured that the game is compatible with Sega's arcade Twinstick, originally developed for use with the home conversion of AM1's Virtual On. Although moving and firing with this method is slightly tricky at the best of times (here at SSM we still prefer the standard joypad controls), the fact that GunGriffon II is one of the few Saturn games to make the most of this hardware is yet another reason to buy this superb title. Now, we're not going to make any false claims about Sega Europe being interested in picking up this cool import title or stringing you along with promises of a potential UK release. The facts are these: GunGriffon II is an awesome strategy blast 'em up, it's Link Cable compatible and a shining example of a videogame sequel actually surpassing the original. What's our advice? Get your Saturn converted now, get your mates to do the same and prepare to enter the fast-paced, edge-of-the-seat world of GunGriffon II!



▲ Hit 'em hard! Take out multiple targets quickly then move on to the next objective.



▲ Use your enemy's blind spot to sneak up on 'em and give 'em a good kicking.

Virtua Writer™

We've busted our balls this issue to bring you guys the world exclusive Katana screen shots and information. Rich has flown to the opposite side of the globe and back, Matt delegated a lot, Lee wept tears of joy over the new system and Gary... well, Gary was just Gary. But hey, was it worth the effort? Is our Katana-crammed issue of SSM the best yet, or couldn't you give a toss about the new system? Let us know what you think: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. You might win a prize for your efforts.

OBLIGATORY DEMO REQUEST

Dear SSM

Wow SSM, you really did it this time. What am I talking about? The incredible Panzer Dragoon Saga demo disc on last month's issue. At last us proud Saturn owners have a game worthy of matching the PlayStation Final Fantasy VII. The graphics are just phenomenal, far better than I ever expected. The FMV scenes are totally mind blowing and unravel the plot in an entertaining way. The gameplay is also the best I have ever experienced in a game ever. I used to love Guardian Heroes and Shinning the Holy Ark, but Panzer Saga just blows them out of the water. Thanks again for giving me this opportunity to play this fantastic game. If it wasn't for you guys, I probably wouldn't have bought the full game. Oh, by the way, have you any more plans for demo discs on your mag? If they're to the standard of the Panzer one, I can't wait. Cheers.

Simon Matthews, Newcastle



Panzer Dragoon Saga – Saturn game of the year?

Plans are afoot here at SSM to bring you even more incredible cover mounts. Stay tuned folks. LEE

And maybe - just maybe - they'll be even better than CDs! Who knows the true power of SSM? Aside from me, obviously. RICH

THE FUTURE OF SSM

Dear SSM

The details you released of the new Sega system you released in the April edition of SSM were sufficient to convince me that Sega has got everything right this time with a combination of technical specifications, developer support and commercial allegiances that look set to make this the natural step for the current next generation console owners. But my question to you as a subscriber to SSM, is will you be adopting your magazine to incorporate Katana?

It is a difficult choice. On the one hand there are Saturn owners who are happy with their current machine and have no interest in buying the new one. For them, adapting SSM would mean unwelcome clutter. Conversely, there are those who are interested in the new console and would prefer to have their favoured publication covering both.

Although I've got sympathy for both sides of the argument I have to say that I'm for convergence. Until the Katana is fully established there will not be enough material to fill out a specialist monthly magazine and the general computer games press could only spare a couple of pages, which would make it poor value for readers with a specific interest. Gamers will be looking for more detail as the word spreads and I believe you have earned the right to fulfil that role. SSM has suffered recently from the slowdown in the rate of new games being released. It needs something to look forward to. It has already broadened its coverage of cutting edge arcade titles so a new section on Katana would be in keeping with this approach.

Please tell your subscribers what direction SSM intends to take in the future.

Adrian Morely, London

Our intention is (as it has always been) to provide our readers with the most accurate, in-depth and up-to-date coverage of all Sega products, be it Saturn, Katana or arcade. On the Saturn front, we're continuing our full-on previews, reviews and guides to all the latest hot Saturn releases, official or import. There's still a great deal for Saturn owners to look forward to and rest assured we'll be supporting the powerhouse system to the very end. Over the last few issues we've led the way with our new system news, with eye witness reports, the world exclusive screen shots and hands-on play test this very issue. We'll be stepping up our Katana coverage from now on, with all the sensational news and screen shots of the incredible new system exclusive to SEGA SATURN MAGAZINE. As for our arcade stuff, our man in Japan is in bed [not literally, that would be disgusting - RICH] with all the top Japanese arcade giants and will continue to provide SSM with his exclusive monthly reports of what's hot in the arcades. In addition, we're working closely with Sega to provide you guys with some incredible cover-mounted gifts far in excess of anything we've given away previously. Excited? You bloody well should be. LEE



More Katana coverage? Let us know what you think.

MORE SONIC R?

Dear SSM

I have been thinking a lot lately about what games Sega could release on the Saturn as well as the new system. For instance, why not a Sonic R 2 game. I mean, the first one was great and it definitely deserved its high mark. I might even go as far to say that it is the best game I have ever played! I was also thinking that if you did do a Sonic R2, why not include the following characters from Chaotix - Mighty Espio and Vector, as well as all the characters from the original Sonic R. Maybe even more modes and different tracks and make them bigger than the last ones. Please give me your opinion as to whether you think this is a good idea or not.

Karl Blow, Bristol



We think it's a crap idea. LEE

Agreed. However, Sonic R's engine could (and should) have been licensed to other developers. It's the most solid, technically astounding 3D polygon-shifter seen since Lobotomy's SlaveDriver engine and the possibilities for its use are endless. A shame therefore, that it ain't gonna happen. RICH

GAMESMASTER REVIEW SHOCKER!

Dear SSM

After reading the latest issue of GamesMaster magazine and in particular their reviews section, I couldn't believe their review of Burning Rangers. They gave it around 81%, and considering they're not official, I'm inclined to believe them and not you. They said it didn't look very nice and that it was frustrating and boring after a while. Yet you lot gave it 90%. How are we supposed to trust your reviews if you lie to make Sega more money? Doesn't this just prove that you're bias towards Sega?

Rob Gillespe, Cambridge

No. It proves how incompetent GamesMaster is. The fact that virtually every screen shot in GamesMaster's review was taken from the first level and training mode of Burning Rangers, should give you a pretty good idea of how much they actually played the game. If they'd persevered for a while longer, they might have realised what a fantastic game it really is. LEE

Yeah and I notice that Panzer Saga gets slagged for lack of lastability and yet every screenshot shown comes from Disc One as well. Hmmmmmmm. RICH

THE ONGOING PANZER SAGA

Dear SSM

I recently bought issue #31 of your mag which had an excellent demo disc of Panzer Dragoon Saga on it. However, I completed the first disc within about a week of getting it and I'm desperate to know which issue disc two will be on, because I'd love to play the second part of this truly excellent game and prove to my friends that it's just as playable as Final Fantasy VII on the PlayStation.

Chris Mead, Thame

Do you seriously expect Sega to piss their profits away by putting the entire Panzer Dragoon Saga game on the front of SSM? Get real. LEE

TRUST SEGA?

Dear SSM

After reading your news in the last couple of issues about the new Sega system, I started wondering, as I'm sure lots of other Saturn owners and non-Saturn owners are, why I should ever trust Sega again and purchase their next console. After the 32X mess-up, MegaCD and the the Saturn, why should we invest in the new console. Sega have ripped off the customers over the last few years, which is I'm sure why many Mega Drive owners have gone out and bought PlayStations. Even now, with decent software kicking around in the form of X-Men vs Street Fighter, Vampire Savior and Grandia, Sega continue to disappoint their customers by not releasing them over here. So answer me SSM, why should I risk getting duped by Sega again with the new system?

Daniel Langdon, Suffolk



X-Men vs Street Fighter now looks unlikely in the UK.

It's true, Sega made just about every mistake in the book with the Saturn. It was too difficult to program for, there wasn't enough third party support, the launch price was too high, the launch date was all wrong, there was little or no advertising, there was no Sonic game at launch, and most significantly, they vastly under-estimated Sony. But rather than stumbling on in similar vein with the new console, Sega has learnt from its mistakes. Microsoft are providing the easy-to-programme Windows derived operating system. Just about every major third party developer is producing games for the new console. The cheap PowerVR chip set should ensure a low retail price. The launch date will be positioned just in time for Christmas 1999. Over £100 million has been earmarked for advertising and marketing in Europe alone. A Sonic game is almost guaranteed at launch. I could go on, but I'm not going to try too hard to convince you. Once you see the new system running with your own eyes, all grievances with Sega will soon be forgotten. LEE

IMPORT-ANT MATTERS

Dear SSM

Firstly, what a fantastic demo disc. Panzer Dragoon Saga is completely fantastic. Secondly, I have not been this excited about a console's release since the Saturn. But the Katana - this is going to be massive, 128-bit gaming, online gaming (hopefully), direct arcade ports, top end PC gaming and so on. I just can't wait. One question though - should I wait for a PAL system release or get an import console. If a PAL console can give full screen, full speed games, I'll wait. Or maybe Sega could put a switch on themselves for import games. Anyway, keep up the good work, I look forward to the next demo. Anyone doubting Sega's new console - have faith and believe, this will dump on the competition from a great, great height.

Jeff Bailey, South Wales

Tough one. You're best bet is to sit back and watch the import prices fall until such a time when you can afford to buy. It's likely that importers will be charging anything up to ú1000 for the new console at the time of its Jap release, but expect that price to half within a couple of months. Of course, you could wait for the official UK launch around September next year, but that'll mean waiting an extra ten months for the likes of VF3 and Sega Rally 2. Anyhow, we'll keep you informed closer to the time of the best deals around. LEE

I remember buying my Super NES and Saturn on import and, put simply, I was ripped off. My lust for the latest in technology could not be sated however and I HAD to have those machines. I can feel similar urges coming on with Katana, and I daresay that hardcore gamers will rush out and pay exorbitant prices. For the average guy on the street though, buying officially will be the best bet. You'll save bollock-loads of money, you'll get your guarantee, you won't need a vastly expensive NTSC TV or step-down converters, and the latest games won't cost you £100. It's a bit of a no-brainer really, but the Spirit of the Hardcore Mad Gamer will not be denied, I fear. RICH

HOUSE OF THE DEAD BACKLASH

Dear SSM

After reading your review of House of the Dead in issue #31 of SSM, I couldn't believe what I was reading. Did you have some bogus, cheap fake import or something? As soon as it came out I went straight out and bought it. It is excellent, I could not find a single fault with on my copy. It was just as good as the arcade version of the game. In the review you said that the Saturn version has polygons missing and glitches. This is bollocks. If anyone is planning to buy House of the Dead, just do it.

After spending so much money on the arcade machine, it is certainly a good buy for the home. I need some cheats for the game though, any cheats, gimme, gimme, gimme.

Andrew Willoughby, Catford

You didn't say please. LEE

Briefly...

Dear SSM

In issue #18 you printed some cheats for Tomb Raider and they don't appear to work. I phoned up your office and was told that you don't do tips over the phone? What is the correct cheat and why won't you do tips on the phone?

Michael Beaumont, Cheshire

Contrary to popular belief, our vast encyclopedic knowledge of videogames does not encompass tips. So we have to look them up... which takes time... and working on a four week schedule... we have very little of that. By the way, there are no cheats in the Saturn version of Tomb Raider. LEE

Dear SSM

I'm in my first year at college and am currently studying business and computers at BTEC level. Anyway, I'm doing my end-of-year project and wondered if you could give me any information at all. It would be much appreciated.

Paul Goodman, Billingham

Any information....? Did you know that the common gnat lives for a mere few hours? But in its short life-span has sexual intercourse over 1,000 times. LEE

Dear SSM

Are Psygnosis doing any games for Sega's new 128-bit console, because I would really like to see WipEout 3, Destruction Derby 3, and Formula One '99 on the system. What do you think?

Matthew White, London

Psygnosis don't actually make games themselves, they simply publish them. But the word on the street is that Bizarre Creations, formally responsible for the successful PlayStation F1 games, are doing some sort of racing game for the new system. We're not sure what though. LEE

Dear SSM

I'd just like to say that this 'my console's better than yours' thing is stupid. I own a PlayStation and a Saturn and love them both. So please stop contributing to it with your little jibes about the PS. Please under no circumstances print this letter in your magazine, as my mates who read your mag will think I'm a right spod.

Karl Guscot, Merseyside

Don't mention it - spod boy. LEE

Dear SSM

When is Resident Evil 2 coming out on the Saturn? I've seen it on the PlayStation and just can't wait any longer.

Karl Guscot, Merseyside

No word on RE2 yet, but hey, Deep Fear is looking really cool. LEE

LETTERS

WHY IS SEGA STRUGGLING?

Dear SSM,

The excellent import reviews in issue #30 SEGA SATURN MAGAZINE really sums up the frustration felt by many Saturn owners. Games the likes of Grandia, Dead or Alive and Metal Slug don't come along too often and for Sega to deny European gamers the chance of playing them seems to defy logic. The likes of the many protests and petitions seen on the 'net regarding Grandia are unprecedented for a game release, but it seems to have fallen on deaf ears at Sega. With the impending release of the new console you would think Sega would be bending over backwards to keep and bring its loyal customers the best games possible. However as your reviews show, we really are missing out on some superb titles, without any reasons given why (and don't give me that negotiations or translation costs for Grandia bull.) If Sega wishes to recapture some of the ground stolen by Sony, it really does need to start



Sega's line-up in Japan is fantastic (sigh).

listening to its customers a lot more.

It is as you've pointed out in previous issues - it's time to get your Saturn switched. However this is hardly the point (especially as the costs of imports can be expensive and difficult to get hold of) and only goes to show what a balls up Sega have made in both Europe and USA, where gamers have virtually been forced to look to imports. How Sega ever managed to get into this state with a console sporting some superb titles is beyond me and my only hope is they don't mess up with the new console.

Looking forward to BR, PDS and HOTD. Again how are Sega struggling with a software line-up like this?

John Bright, via e-mail

Dunno mate. LEE

WHAT A RRP OFF!

Dear SSM

I read your article in issue #29 of SSM about getting your Saturn switched to run import games. I considered this for some considerable length of time. The benefits are obvious - more games to choose from, some of a much higher quality, no borders, faster gameplay and no irritating PAL conversion delays. Sounds fair enough. But then I got to thinking. Why the hell should I? I mean, I parted with £400 to get my Saturn all those years ago and Sega owe me big time. They owe me and other Saturn owners a decent catalogue of games until the next machine comes out, which by all estimations is not for another 18 months. Forcing us to go to greedy importers charging £70+ per game and around £50 for the actual conversion process is a bloody rip off. What a dilemma eh? I feel really let down and wish I'd bought a PlayStation instead, as it seems to have far more life left in it.

Andy Crowther, Leeds

Hey Andy, nobody is forcing you to do anything. There are some excellent titles on the way this year, some of which are destined to remain import only, others which are confirmed for release. We're merely suggesting that to get the best of both worlds, it's well worth getting your Saturn switched. But at the end of the day, it's down to you. LEE

PANDORA'S BOX... OOER MISSUS!

Dear SSM

Please print this letter as it is of extreme importance. After completing disc one of Panzer Dragoon Saga from issue #31 of SSM, I decided to have a bash at Panzer Dragoon Zwei, and to my amazement I now had the Pandora's Box option at the bottom of the screen. Now I have never completed Panzer Zwei in one go, besides I didn't even have it on my Saturn's memory. So I was wondering if there was some kind of cheat on your demo disc that allows you access to Pandora's Box, as I am scared to wipe it off my Saturn memory in case it doesn't work again.

Congratulations on a great magazine.

Jimmy Fuery, London

Apparently, yes. LEE

BURNING RANGER RULES!

Dear SSM

I recently bought Burning Rangers from an import shop near me and was frankly amazed by the Sonic Team's latest creation. But then I read your review in issue #31 of SSM and was shocked by what I read. You said the graphics were glitchy and there was some noticeable clipping in the distance. Well yes that's right, but only when you look really hard for it. When playing the graphics look ace and nowhere near as bad as the picture you had painted. The only place where the glitchy graphics are noticeable is in the final stages with all the transparencies going on, but that's understandable. So if any of your readers are in any doubts as to whether or not to buy Burning Rangers, the answer is a definite yes. It's one of the best games I have bought in ages and would recommend that everyone buys a copy. Burning Rangers rules!

David Stuart, Rochester



Hey man, we think Burning Rangers is amazing too. But in the interest of presenting a balanced review, we felt inclined to point out the flawed graphics. You'd only whinge if we didn't. LEE

I'M REEEEEALLY ANNOYED!

Dear SSM

I'm really annoyed. Or reeeeeaalllyy annoyed, as your mag might say. I bought Command & Conquer for the Saturn a few weeks ago for a measly £15. The price was alright so I thought I'd give it a try, despite it being quite an oldish Saturn game. Then bugger me, it only turns out to be one of the best, most engrossing and totally addictive games I've ever played in my entire life. Tons of missions to play through, GDI and NOD forces and all the rest of it makes it a must have game for anyone serious about their console. But the reason I'm annoyed is because I read in another mag that there was a sequel to C&C called Red Alert, but that it was PC and PlayStation only. Why? Surely there can't be any "hardware limitations" problems we've heard so much about, not with such a simplistic game. I'm tempted to buy a PlayStation just to play this one game - I know that sounds a bit stupid, but I really do love it that much.

Michael Thompson, Staffs



It ain't Red Alert, but Z is pretty cool nevertheless.

Hang on there Mike. Before you blow a ton on a PlayStation and Red Alert, it's worth considering the alternatives available on the Saturn. Both Warcraft II and the Bitmap Brothers' Z are fine titles in the similar action/strategy mould and can be picked up at the fraction of the cost. LEE

A SACK OF CACK

Dear SSM

I read in your previous issue that Sega have put aside something in the region of £100 for the advertising and marketing of their new console [I think you mean £100 million - LEE]. Obviously that's good news which bodes well for the future, after all, one of Sega's major weaknesses with the Saturn has been the lack



Well, we thought the NiGHTS ads were pretty cool actually.

of advertising. If it wasn't for SSM, most Saturn owners wouldn't have a clue what was coming out on the machine. The problem is, the few adverts that Sega did have were by and large a sack of cack. Does anyone remember the NiGHTS, Daytona CCE and other ones, with silly Japanese blokes talking about stuff and then a tiny clip of the actual game running. Wow. I bet that shifted a lot of games. Nope, there's only one thing for it. Sack their entire advertising and marketing department. These people clearly couldn't organise a piss up in a brewery. I wouldn't trust 'em with the contents of my piggy bank, let alone £100 million.

If the console is as powerful as you all say, then the best way to advertise it is to do a television commercial with the games running, occasionally flashing the logo up or something. A bit crude I admit, but at least it'll show potential buyers what the console can do. No actors, no bollocks, just the games.

PS: You got any tips?

Andrew 'looking for a job in advertising' Davies, Stockport

Yes. See the appropriately named tips section towards the rear of the mag. LEE

HAS SEGA GIVEN UP?

Dear SSM

Is it me or is it that Sega just aren't trying any more? I mean, all the best Saturn games were made two years ago and with such recent disappointments as Touring Car - one of the most anticipated games of last year, and House of the Dead - an amazing arcade game, crap Saturn game. And what's all this I hear about glitching and clipping in Burning Rangers? I know that Sega are concentrating on the Katana but they can surely make sure that us fretful Saturn owners receive top range games. Panzer Dragoon Saga is basically the only thing we can look forward to playing this year. Oh why, oh why did Sonic Fighters get canned again? I'm sorry to say that SEGA SATURN MAGAZINE may soon be a thing of the past.

Luciano Delviscio, Edinburgh

I wouldn't go as far to say that Sega have given up, but clearly their focus has shifted from the Saturn and onto the new console. It's worth remembering though, that Sega are still going to the costly lengths of translating the finest produce to emerge from Japan, with the likes of Burning Rangers, Panzer Saga and Shinning Force III just about ready for release. LEE



At least Shinning Force III is getting a UK release.

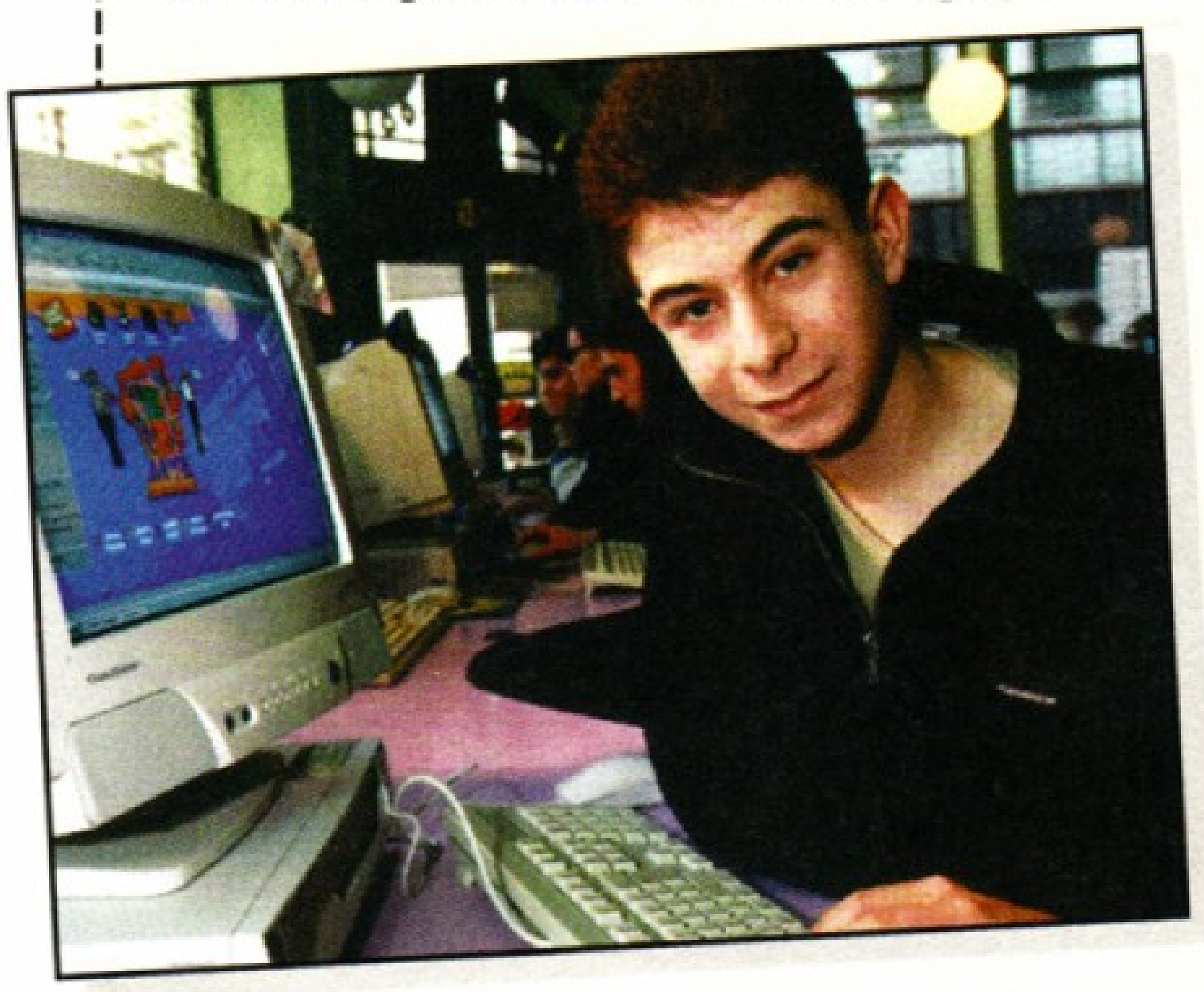
Live & Kicking Letters

ADAM AY: IGNORAMUS BY ROYAL COMMAND

Every once in a while a topic crops up in the pages that warrants "special treatment". Such was the case with the controversial review of Sega Touring Car Championship. This month, the antics of Live and Kicking's Adam Ay have incurred the terrible wrath of Saturn owners assembled! Here's a sampling of the irate missives sent our way.

Dear SSM

I have owned my Sega Saturn since Christmas 1995. I am proud to own the machine and think that it is much better than the Sony HayStation! [Please don't, it hurts when I laugh - LEE] The Saturn games are better and the graphics are at times way better.



Sure I get some grief from PlayStation owners but I have stuck with my trusty Saturn. But down to business. On Saturday the 18th of April 1998 I was watching Live & Kicking, then the Ay Files (the games review section) came on. They reviewed some PlayStation and N64 games and then went on to the Saturn. Oh great, I thought. New games like Panzer Dragoon Saga and Burning Rangers ought to show them which is the best console around here.

But instead of this wonderful thought, the presenter started to slag off the Saturn with a sack full of lies. He started off by saying that Sega had only four more games planned for the platform then Sega would take the Saturn off the market. Shock! Horror! But then I remembered what I had read in your glorious magazine that the Saturn would still have life after the new machine (Katana or whatever Sega decide to call it) which will be released in about May 1999! So this was obviously lies, lies, lies.

I know Sega are all Gods and everything, but my advice to them is to sort these people out (preferably with a gun), stop these lies spreading and set it straight.

Matt Shaw, Devon

Dear SSM,

I was watching the last Live & Kicking of the series on Saturday, waiting for Spider-Man [Great minds think alike - RICH] to come on when I saw The Ay Files (with Adam Ay). He was showing the viewers what games to expect for each system later in the year. When he reached the Saturn, he claimed that Sega had only promised four more games to be released for the Saturn. I find this hard to believe because of all the games I've heard about that are being released: Burning Rangers, Panzer Dragoon Saga, X-Men vs Street Fighter, The House of The Dead, Resident Evil 2 (maybe), Street Fighter 3, Marvel Super-Heroes vs Street Fighter and Marvel vs Capcom. Either he can't count or he was talking a load of crap. I've only been a Saturn owner since Christmas, but I'm sticking with it till the very end (I'm a big Marvel/Capcom fan you see). Keep up the excellent work!

Alistair Bloomer

Dear SSM

I can't believe what I've just heard. I was watching Saturday morning's Live & Kicking programme when that little turd Adam Ay came on to do his poxy Ay Files game review spot. He was talking about what is coming out for the different consoles this year and when he came onto the Saturn, I thought great - Burning Rangers, House of the Dead, Panzer Dragoon Saga, Shinning Force III, X-Men vs street Fighter and the rest, but nooooo. All he said that was Sega have only three or four games left before they stop doing any more Saturn stuff ever. I know this can't be true because I've seen loads of other cool stuff in your mag. I just think Sega should do something about this prat, maybe sue him or something, even though the series has ended.

Matthew Cheshire, Bolton

Dear SSM

This probably won't get printed, but I have to get this off my chest. That little tosser on Live & Kicking really grips my scrotes. Words fail me. Firstly he is so misinformed. He said Sega are only releasing four more games for the Saturn, two of which are Panzer Saga and Burning Rangers. He said Panzer came on THREE discs, instead of four. Secondly, his reviews are shit. Thirdly, he's a t*****r [edited for legal reasons]. Fourthly, same as point three but more so.

What the hell are the BBC doing? From the amazing Spider-Man cartoon to the biggest pile of toss - the Ay Files. Thank f*** it's finished.

Jeff Bailey, South Wales



There are clearly two points to address here. Firstly, the Spider-Man cartoon is officially cool and secondly, Adam Ay's arrival straight in at number one on my list of persons to be unmasked and eliminated. Yes, ahead of "aural rapists" Zoe Ball and Kevin Greening, even - hence the "special" tribute to the boy Ay on this page. Oh yeah, if Adam's reading this, I defy you to write in to us and explain yourself to Saturndom assembled - the alternative is to remain in the credibility compost heap you've dived into... head-first. **RICH**

Q&A

It is the dawn of an exciting new age in videogames technology and whilst we're all still fiercely loyal to our Saturns, the minds of Sega assembled are now anticipating the new machine. This month's news section should answer vast amounts of your queries, but where there are answers, inevitably more questions arise. So send them to OPEN FLOOD GATES Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email: ssm.qa@ecm.emap.com. Rich promises a wittier, less informative intro (probably involving his "genius intellect" or something) for the next issue.

INTELLIGENT NEW MACHINE QUERIES

Dear Q+A,

Thanks for answering my questions in issue #27, but now I return with a new batch of to pick your brains!

1. WHAT IS THIS! NAMCO DEVELOPING FOR NEW MACHINE! What is Sony up to, letting them get away with this? Or have Namco seen sense for the first time in 5 years!
2. I'm glad to see that Sega USA are spending $10 million of advertising the new machine, at least they know what half the Saturn's problem was now. But (big but now), are Sega Europe thinking of such a master plan to unleash on us? Because if not I feel they are making a BIG mistake.
3. Have the Sonic team issued any statements about there new game yet? Like if it is going to be Sonic 4 or just Sonic (crappy) Spinball 2!
4. NO SCUD RACE CONVERSION! I hope this is some kind of sick joke that everyone is playing, because if there is no Scud Race on the new machine I will put a 500 bet (honest) that the machine will NOT sell as many units without it. And before you even mention Sega Rally 2 I was at Bournemouth while they demonstrated Sega Rally 2 and as much as I thought it was good. It didn't beat Scud Race.

Simon Stallwood, via email

1. Although Namco have worked closely with Sony in recent years, they have done business with Sega in the past, mostly on Megadrive though. I'm sure that Sega would love to work with Namco again - after all, despite the rivalry between the firms in the arcade, it would be a good move for both firms. 2. Sega Europe has the same budget as SOA, but potentially, Europe is a far trickier territory thanks to different languages, cultures and what-have-you. We'll have to wait and see. 3. Sonic Team are doing a 3D Sonic game. That's all we know - perhaps there's something in the news about it. I'm writing this pre-Tokyo by the way. 4. What about Daytona 2 then? For what it's worth I agree with you - an enhanced Scud Race with more tracks and around 20 supercars would be incredible. It's still not inconceivable that this'll happen.

SHORT AND POINTLESS

Hi

I bought my Saturn for one reason: Capcom.

And was wondering if any of these top games are still coming to the Saturn:

Street Fighter III, Marvel Super Heroes vs Street Fighter, Marvel vs Capcom and Pocket Fighter.

I hope Vampire Savior is not the last fighter we see from Capcom on the Saturn.

Thanks for taking time to read this.

Ferry, via email

It's looking more likely that Street Fighter III and Marvel vs Capcom will be out for the new machine. Marvel Super Heroes vs Street Fighter will definitely be out in Japan in the Autumn and may be Capcom's last Saturn game. Pocket Fighter is still on for July though.

WHY HAS NO-ONE ASKED ME THIS BEFORE?

To SSM,

This question has been bugging me for ages so please answer it!

When reading previews of Japanese games in you mag there seems to be an awful lot of English text. Like in DJ Wars there is one shot with a load of Japanese scribblings and then another with some bizarre song name, Poo Trip for example. Now if the Japanese can read English (which I'm assuming they can) why don't software companies write all their games in English?

Jacob Lappin, Croydon

If I was to say "bonjour", "J'mappelle The Master" or "mai oui", the chances are that you'd understand what I was saying. So it is with the Japanese - the average gamer has a grasp of some English phrases, like SCORE or PRESS START. The example you cite with DJ Wars is intriguing. A lot of songs in the Japanese charts have English names and lyrics even though the populace may not understand what is being said. So DJ Wars is just fitting in with the general club culture.



VF3: We'll have Katana confirmation next month. Maybe.

IN A WORD: D'OH!

Hey SSM!

I thought long and hard before writing this all for five seconds: that's why my head is so big and my questions aren't stupid.

1. What are the main differences between the British and Japanese versions of Daytona CCE?
2. Duke Nukem is a great game, but why aren't the levels as high as in the PC version?
3. Is there likely to be a 3D platform Sonic game for the Saturn?

Ta!

Sean Clayton, Stevenage

1. The Japanese version has link-up cable support and slightly refined graphics. We've got it here and it's only marginally better than the UK game. Don't worry too much about it. 2. It uses a different engine. I can't believe that this truly worries you. 3. In a word: no. Look out for it on the new machine. By the way, you shouldn't be too happy about the quality of these questions...

MISCELLANEOUS QUERIES

Dear SSM,

Here are a few questions for you to fill up some space with.

1. How do you take your screenshots?
2. Have you heard anything more about the Katana?
3. Are Sonic Team planning any more games?
4. When is WLS '98 coming out?
5. What's the attraction to those crabby Atari games? To be blunt, they're shit!

I even bought Sega Magazine when I was younger, talk about loyalty to Rich.

Edward Ratcliff, Abingdon

1. We have a computer which accepts a SCART input and digitises the image. This is then saved off onto a big hard disc which can be accessed by our designers. 2. I believe that you should look at this month's news section. 3. They're doing a Sonic game for the new system. 4. It's out now and it's incredible. Presumably last month's Sega Flash convinced you of this. 5. They weren't 15 years ago!

FAQ

All of the "Frequently Asked Questions" this month are, unavoidably, new machine related. Read the following and absorb the data, but obviously the news section is the place to go for the "full monty".

1. Can we presume that VF3 is now heading for the new machine?

This is being written pre-Tokyo, but if I was Sega and I wanted to make the maximum impact in my home territory with my most important hardware launch EVER, the chances are I'd employ the use of the biggest videogame of the moment. In Japan, that's VF3.

2. How much will the official new machine cost?

It's approximately 18 months before the official launch so nothing is certain. NOTHING. Sega have promised us a "very competitive" price point. I'd expect to see it launch for 200 to 250, personally. We shall see.

3. How would the new machine handle Quake 2?

Quake 2 is the benchmark game on PC - any 3D hardware is judged on how it runs this one game. The new machine could run the game in hi-res with all the features of a 3Dfx graphics card at over 60 frames per second. That's sheer power for you.


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ROAD RAGE!

Possibly the most hotly-anticipated Sega coin-op sequel ever, Daytona USA 2 finally powerslides into Japanese arcades this month. WARREN HARROD begins SSM's extensive game coverage and takes a first in-depth look at AM2's demon driver!

As those lovable 80s pop stars the Pet Shop Boys would have said "what have we done to deserve this?!" First Sega blow us away with Sega Rally 2, a super-smooth Model 3 racer and sequel to the awesome arcade and Saturn original, and just as we're recovering, they casually unveil Fighting Vipers 2, the follow-up to one of the finest beat 'em ups in existence. However, these releases have been mere appetisers for the main course as Daytona USA 2 finally blasts over the starting line, leaving other coin-ops eating dust.

With vibrant colours and roaring engines, Sega's Daytona USA 2 allows players to race world famous NASCAR stock cars around amazing tracks at breathtaking speeds! Drivers stick the pedal to the metal and zoom through banks and turns, using the slipstream from opponent's cars to casually pass them and take pole position. Here's your chance to experience exciting close up motor racing action like you've never seen before, but be warned, if you get too close you'll end up crashing so hard you'll see speaks fly!

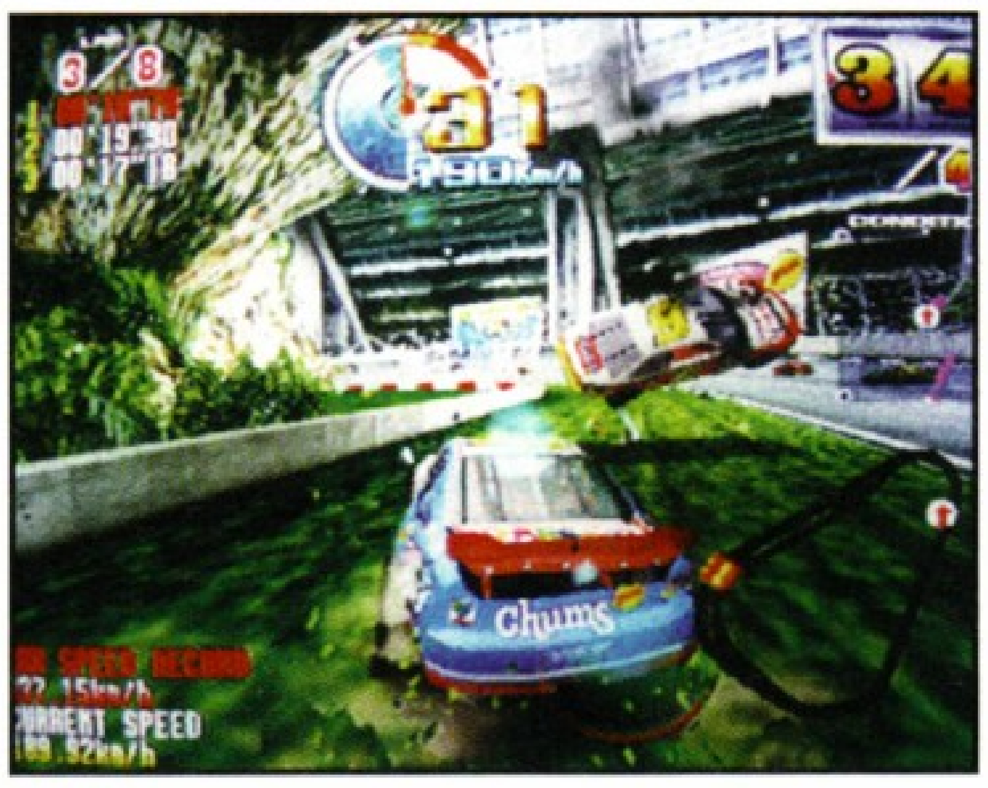


▲ Only the power of Model 3: Step 2 makes these visuals possible.





▲ Just check out the amazing level of detail in these stunning screenshots.





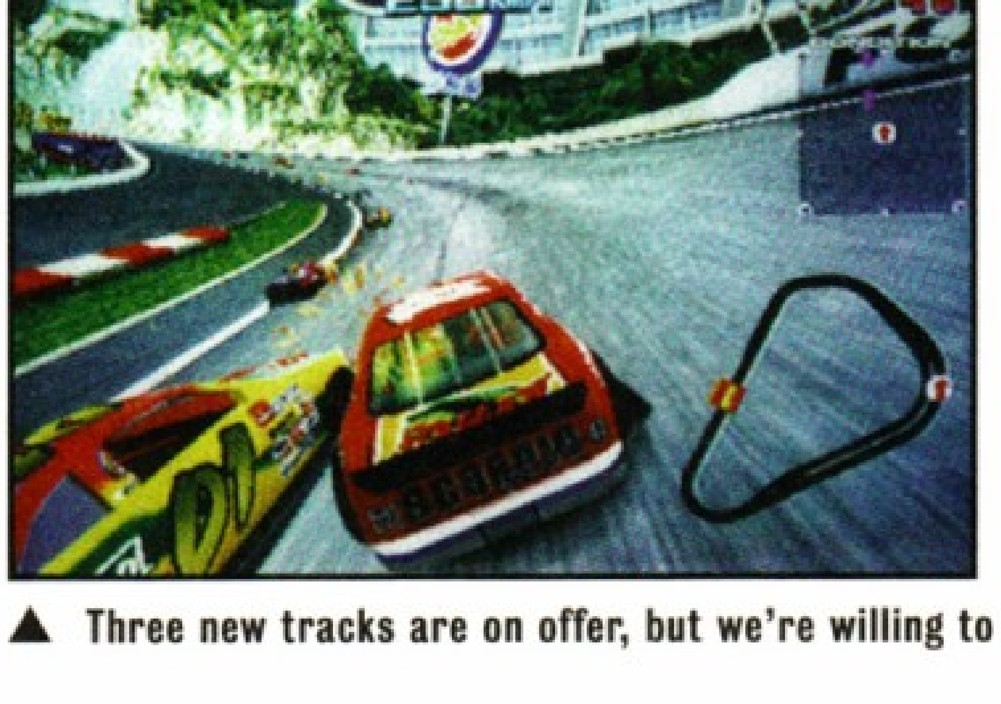
▲ Smashed cars on the track are just some of the hazards to be negotiated in Daytona USA 2!

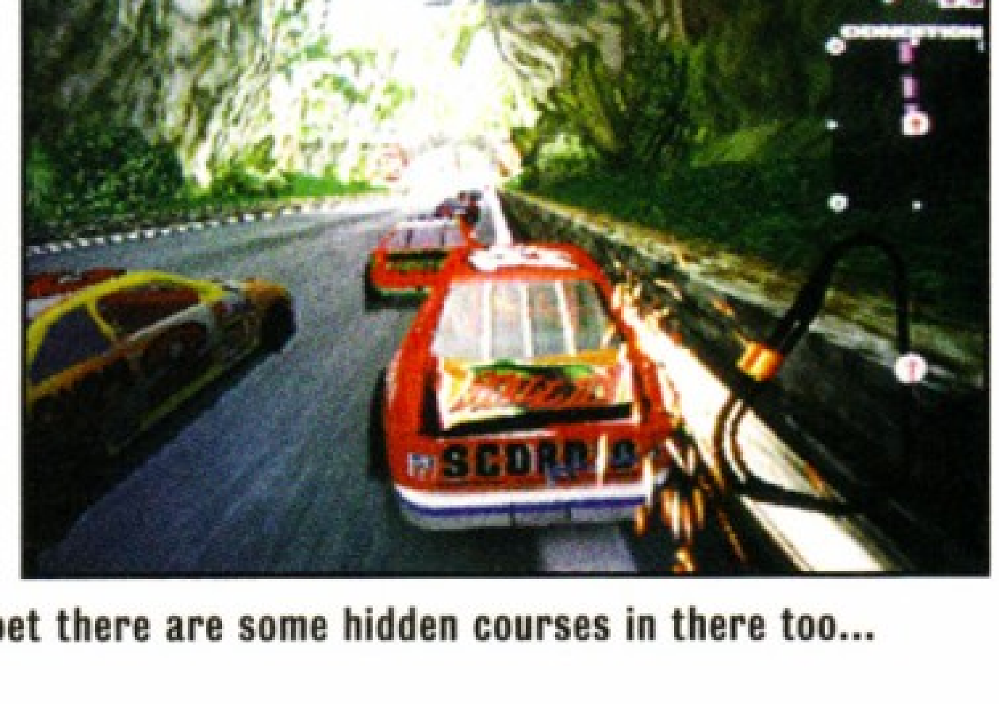
TOP GEAR

The inspiring power of the Model 3: Step 2 board creates unbelievably realistic visuals of the race tracks and cars, including all the smoke and flame effects as well. Witness the mind-blowing effects of cars colliding into walls with vehicle parts flying off in all directions and watch in amazement as huge multiple pile-ups happen before your very eyes!

Toshihiro Nagoshi, the leading producer of the first version of Daytona USA and the first Model 3 racing game Scud Race, has applied his renowned experience and knowledge to the production of Daytona USA 2. Precise calculations of tire engineering and the physics of motion and power have created the most accurate simulation of four-wheeled vehicles ever! In addition, all the movements of the pit crew during pit stops and accidents were all created using motion capture technology, further adding to the game's realism. However, it's only when you see Daytona USA 2 running that you realise just how cool it really is!







▲ Three new tracks are on offer, but we're willing to bet there are some hidden courses in there too...



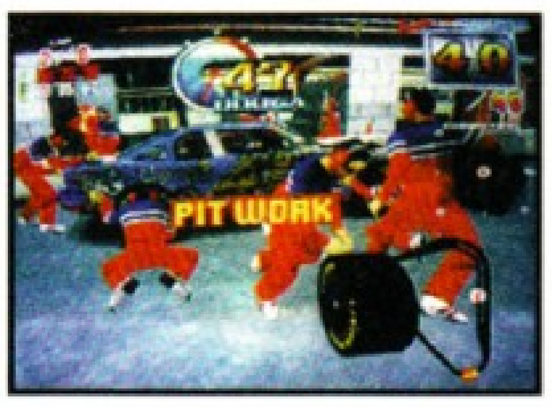
▶ Cars don't just get battered and drive on anymore. Now they burst into flames, collide with crash barriers and provide drivers with more obstacles to avoid.





▲ Mastering powerslides is the key to beating the latter courses.





▲ The pit crew are now the most realistic bunch of guys we've ever seen in a racing game!

BATTLE ON THE EDGE!

The game has plenty of standard features you'd expect to see in a driving game, but to enhance the driving experience AM2 have added a number of unique enhancements. Our first hands-on playtest of Daytona USA 2 has revealed these impressive features:

1. Players can switch between four different view points and these are front, driver's, rear and bird's eye.

2. Up to 16 machines can be linked together using a dedicated network. No other game has this kind of capability.

3. All the thunderous engine sounds have been sampled from actual cars. The cabinet's speaker system also captures the uproar of cars crashing into each other or other obstacles. Even the "Doppler effect" as cars pass by has been faithfully reproduced.

4. The funky beats of the soundtrack were recorded in New York and feature US chart toppers, Winger ("who?" SSM staff), who collaborated with Sega's own sound staff.

5. The deluxe cabinet features a "Crash Impact Generator" (essentially a built-in hydraulic unit) that delivers shocks to the player's back and feet upon impact, including the engine's rumble.

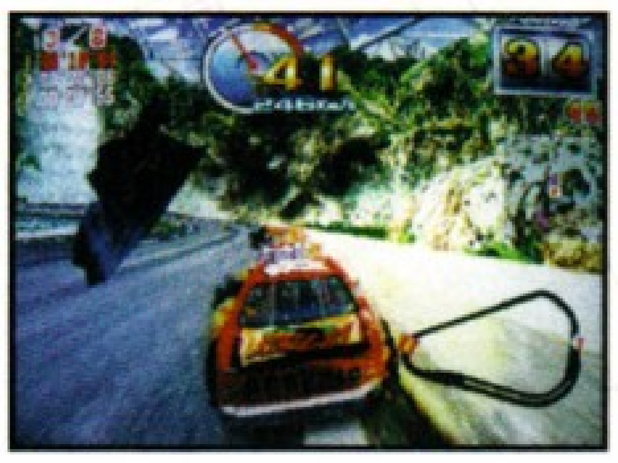
6. The game's huge 50" projection monitor totally immerses players into the driving action for maximum effect!

RACE TRACKS

There are three very distinctive and varied courses to tackle in Daytona USA 2, with different challenges and incredible visuals to be experienced on each.

BEGINNER (Oval Track)
Race 8 laps with 40 cars

This is a very basic and simple course with the emphasis on endurance and maintaining a steady high speed despite frequent collisions. Great for practising your driving techniques or smashing your car up, but pro racers will merely be whetting their appetites.



INTERMEDIATE (Amusement Park Track)
Race 4 laps with 20 cars

A tricky course with plenty of bends and corners that require spot-on use of breaking and acceleration techniques, but with plenty of opportunity still remaining for high speed action. Here's where the game separates the men from the boys!



ADVANCED (City Track)
Race 2 laps with 30 cars

Certainly the longest course ever seen in any driving game! This complex track requires your utmost concentration and exceptional skills will be needed to master this track run. If you complete this course in first place and with a great time, you're truly a driving master!





GENTLEMEN, START YOUR ENGINES!

To begin the game, players choose the specific race track they wish to drive on, the car that suits their abilities, transmission type and race mode. Within seconds you find yourself behind the wheel of one of the most powerful racing machines in the world and only supreme driving skills are going to ensure you finish in first place!

TRANSMISSION TYPE

More than simply affecting the overall gameplay, all the cars' top speeds increase if you choose the Manual Transmission over Automatic. Lazy drivers be warned!

RACE MODE

To ensure plenty of variety there are three great game modes in Daytona USA 2. AM2 have obviously realised their legions of fans want more from their racing games and it certainly looks like they're delivered! Here's what's on offer:

BEAT THE CLOCK

A time trial with only the player's car racing around the track. Hardcore players should choose this mode for the highest scores.

REAL PLAYERS ONLY

Only the participating players' cars race. Excellent fun for



▲ This huge red devil actually moves over the top of the Advanced track!

CAR SELECTION

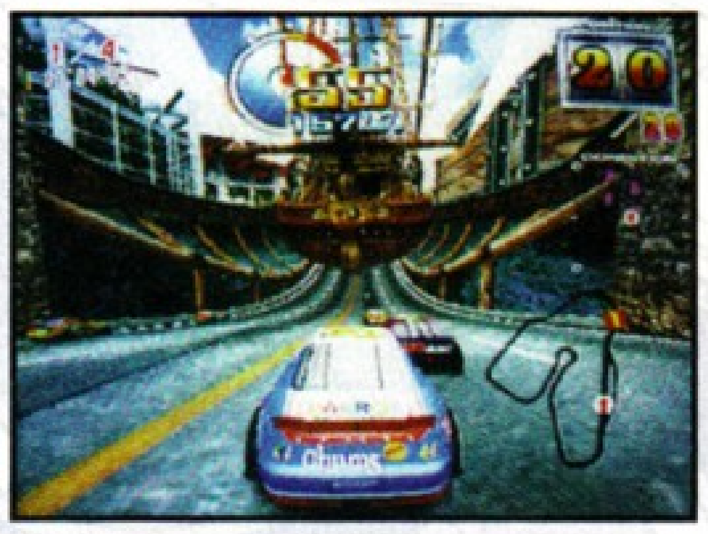




NORMAL (Scorpio Plasma Racing)
The average player should choose this car which requires good use of the accelerator and brakes. Top speed is 206mph for AT and 208mph for MT.

EASY (Chums Gum Racing)
Purely for beginners as the steering is incredibly easy to control. Top speed is 201mph for Automatic Transmission and 204mph for Manual.

HARD (Phantom Racing)
For the serious player and racing fans this car is the best purely because of its ability to drift. Top speed is 209mph for AT and 212mph for MT.




▲ We just can't believe how awesome Daytona USA 2 looks. It's so cool!

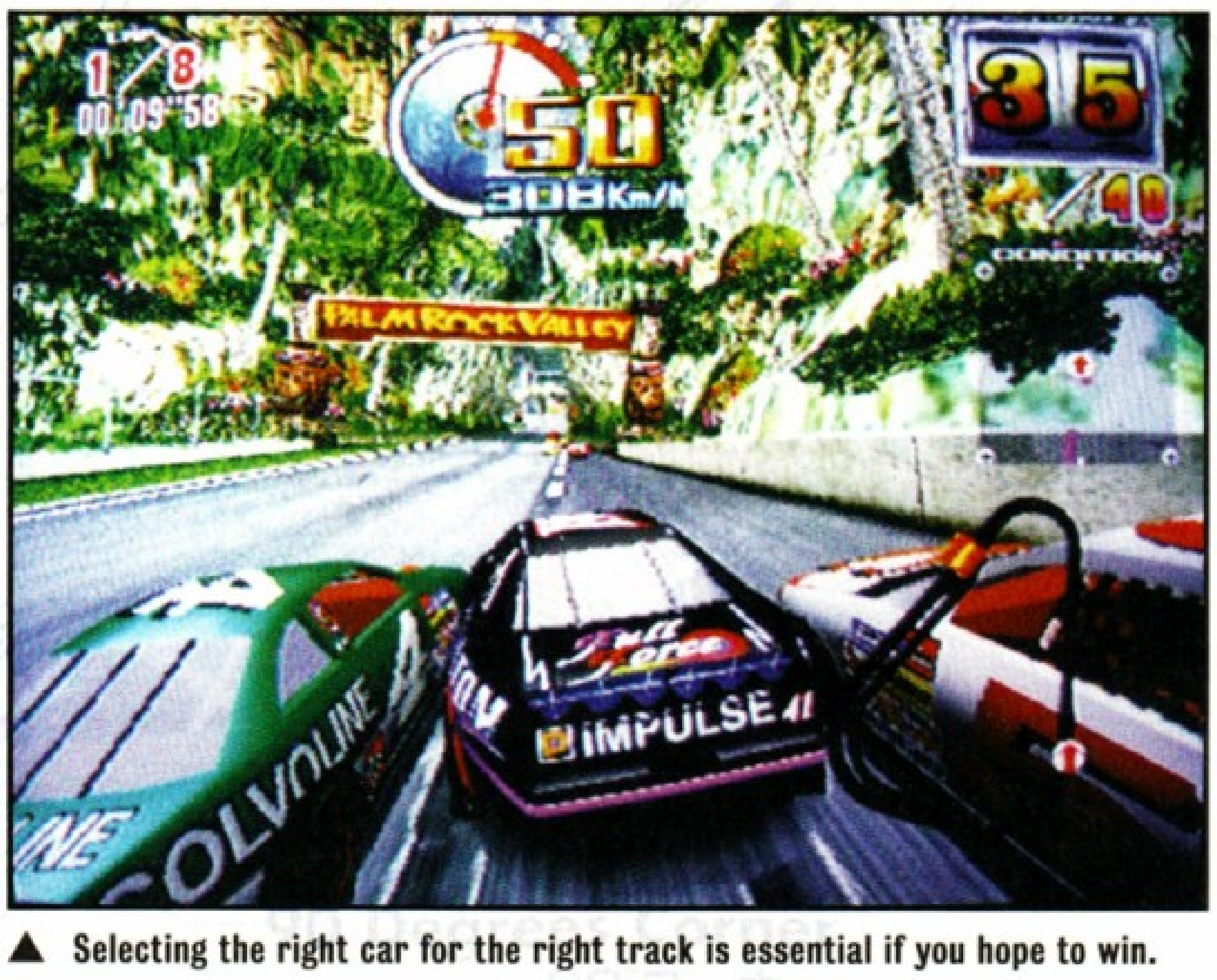



intermediate and serious players playing in groups who just want to race each other.

NO-ASSIST

This mode removes the "auto-assist" feature that automatically speeds up the slower cars in linked play, therefore allowing a real showdown of the players' true driving skills.

Daytona USA 2 is out in Japanese arcades now and should hit the UK before the Summer's out. Readers can rest assured that SEGA SATURN MAGAZINE will be covering Daytona USA 2 in greater depth over the coming months and in two issues time we'll have an exclusive interview with project director, Mr. Toshihiro Nagoshi!



▲ Selecting the right car for the right track is essential if you hope to win.

SPECIAL EVENT REPORT: MOTEGI STOCK CAR RACE

On April 16th a small group of chosen journalists went deep into the mountainous countryside of Northern Japan to visit one of the world's top racing circuits, Twin Ring Motegi. AM2 had hired a race track and some real NASCAR specification stock cars for a couple of hours and they were going to let us experience the real thrill of high speed motor sports first hand!

In order to prevent causalities, we thankfully didn't have to drive the cars ourselves. Instead, two professional drivers took us on five laps of the super speedway circuit. This is a standard 1.5 mile, anti-clockwise oval course. The width of the track was 80ft with the longest straight being 600m. The stock car itself had a V8, 5.7 litre engine with 520 horsepower and a max speed of 290km/h.





There were three stock cars there with two stock cars racing at any one time. Travelling almost as fast as in a real NASCAR stock race, we drove around the course experiencing incredible G-forces as we took each corner. Strapped into our bucket seats we were unable to move yet one's entire body was literally pushing itself as far right as possible. In fact only Daytona USA 2 is the closest game to the real thing. After the driving was finished Mr. Toshihiro Nagoshi, the director of Daytona USA 2 held a press conference to announce the game as we recovered.

For those of you lucky enough to visit Japan, we can truly recommend a trip to the Twin Ring Motegi race circuit for a days racing action! Contact them at 0081 285 640001. Alternatively, fax them at 0081 285 64-0009 or check out their web page: **http://www.twinring.co.jp/data/index.htm.**





I can see the light!

The final English version is here. We've played it to death and reviewed it for your gaming pleasure. GARY CUTLACK does the business.





In these heady days of post-Panzer RPG excellence, we've come to expect something a little bit special from Sega's big-name videogames. In short, we want to have our cake and eat it. Panzer Saga stood out from the crowd like a tasty chocolate eclair amongst the stale vegetarian nutcakes of most other releases, with its ultra-simple controls, gorgeously epic storyline and generous sprinkling of yummy gameplay topping. But now there's a new challenger trying to grab a creamy slice of the RPG market - Shining Force III!









▲ Cool special effects a-go-go. SF3 looks amazing.

◀ A really impressive storyline and some of the best graphics ever. Something of a 'must have' game.





THE PLOT

And a right tasty game it is too. Anyway, there's this little neutral island called Saraband, right, and their King is hosting a peace conference between warring Imperial and Republic forces. But why is the King acting so strangely? All hell breaks loose when the King kidnaps the Emperor of the Imperial land! Only it turns out it wasn't the real King, it was a... hang on a bit, I'd better not blow the whole plot. Let's just say that it sets an amazingly complex story in motion, with bizarre religious sects, strategic alliances, conspirators, arms dealers, amazingly gorgeous 3D fights and the easiest and most user-friendly gameplay we've seen in an RPG since the famed Panzer Saga.

SYSTEM ADDICT

Sega have greatly simplified the classic Shining Force fighting system - and it's a change for the better! Goodbye tedious statistics and nobby 2D graphics, hello total automation and hi-res 3D excellence, with the player only having to decide whether to launch a regular attack or a nice 'n' cool magic assault. The special attacks are gained through battle experience and performed at random instead of normal hits, and yes, these one-on-one fight sequences look awesome. What's more, the game's magical attacks look blooming marvellous too - transparent coloured lightning, mesmerising hypno-assaults, super-hard-hitting double-whammies, light-amplifying lasers - the list goes on and on, with each new skill out-graphicing the last. And that's just your characters - some of the enemies have their own separate incredible attacks!

▲ Great Scott! Think RPGs are boring? Think again, baby.

LEVEL EIGHT MEGA-CHARGE ATTACK!

Each hit landed, and each magic attack or healing potion used during these 3D fight sequences, earns characters a cer- >>







▲ Holy cow! You should see the way the fire pulsates and glows.



▲ Sorry, I only wanted a quick feel.



▲ Kapow! The fight scenes look gorgeous.



If two warriors attack ▲ the same enemy they become rated as 'friends'. Not that useful, but a nice cute little touch.





▲ (Left) This huge battle takes place on both sides of the train track.

▼ Aye carumba! That'll be another awesome effect - Grace's healing spell.



tain amount of experience points. Add these points up, and soon your adventurers gain extra levels of strength - hitting harder, absorbing more damage and learning ace new special moves and magic attacks. It's that simple. Don't be intimidated by all the RPG-style geek-speak of experience points and all that baloney - Shining Force III is dead easy to understand, and in no time at all, you'll be singing the praises of a perfectly executed pincer manoeuvre which culminates in a devastating Level Nine Super Attack!

WARNING - SPOILERS!

Don't read any further - some major bean-spilling is about to start! Y'see, it's not just the storytelling aspect of Shining Force III that's so cool, but also the way areas of the game are so brilliantly interlinked. Take the whole train situation for instance. To escape from the town of Railhead, the adventurers decide to take the train. The thing is, trains are a new invention, so tickets cost a small fortune. No problem, they'll just sneak into the cargo hold. But hang on, there are some thieves ransacking the cargo. Cue an epic battle sequence between the good guys and the stinky thieves. Then, after all that, the fight has made such

SF3 uses a massive 203 ▶ memory units for each save. Better bag a spanking new memory cart now!







▲ Synbios - leader of the gang and the hardest hitter to boot.



▲ Dantares - Centaur warrior. Second in command. Big ears.



▲ Grace - weak and throws like a girl, but a powerful magician.



▲ Masquirin - don't fancy yours much. Good at magic.



▲ Hayward - long range bow attacks are his thing.



a mess that they're bound to be discovered, and have to change plans! Better sneak out of the village and catch the train further down the track, but once again, Imperial troops have guessed their actions and are patrolling the next terminal. Cue another epic battle! Phew, now they should be able to get on the train at the next signalling point... or can they...?

Some innocent refugees are also trying to sneak on the train (pursued by a rival Imperial faction), which cues, yes, another epic battle with the Imperial troops, while also trying to protect those damn peasants. Win that, get on the train... then guess what? The bridge is down! Must stop the train before it crashes! Blimey, talk about non-stop action. Good stuff!







▲ These one-on-one scenes pop-up each time a standard attack is launched. Special attacks are learned and performed at random.





THE GRASS IS GREEN AND THE GIRLS ARE PRETTY

The story is told with the in-game graphics only - no mood-killing FMV here. The little animated chaps look at each other, nodding their heads in agreement with the dialogue and shaking when scary monsters appear. Oh, and then there are the special effects - they're amazing! A good few of these are illustrated in this very feature, but the way they pulsate and change really needs to be witnessed personally. The Saturn's certainly going down with a fight! And don't worry if a few team members get themselves killed during these stunning battles - the priests in village churches can revive

>>



▲ Obright - powerful and impressive, despite facial hair.



▲ Cybel - another Centaur, but she's not as hard as Dantares



▲ Elder - can fly, so is handy for quick in-out attacks.



▲ Kahn - carries an essential monster-defeating artifact



▲ Justin - crap name for a warrior. Looks like a girl.

Don't forget to visit the village shops. Replace Obright's rusty ol' axe for a big, shiny new one, or give Grace the Magician a mightier staff to enhance your team's myriad skills.















▲ More plot-twists and masked characters than an average episode of Scooby Doo.

>> dead colleagues in exchange for a few gold coins! And it may only be a little thing, but the chip-generated music keeps playing while the Saturn loads new areas, helping to maintain the superb atmosphere.

EASY ON THE EYE, EASY TO PLAY

Thanks to this hugely complex plot, progressing through the world of SFIII takes an awfully long time - everyone wants to chat! But don't worry, this isn't a complicated game to play. Basically, it's all about plot progression, with most decisions having only a small effect on the overall direction of the story. And there are no brain-taxing puzzles either - Shining Force 3 is probably best described as an 'action adventure', with gigantic and gorgeous-looking battles taking up most of the play time. An RPG that's dead fun and easy to play.





▲ Sometimes rival enemy factions start to fight amongst themselves!

WHAT ABOUT PART TWO?

You probably know that Shining Force III was originally planned to be a trilogy, so how does part one stand up on its own? Really well. There may well be events and people that have effects on future events (the whopping 203 units of memory for each save must be for some reason!), but just like Star Wars or Alien, this first part of the trilogy is perfectly self-contained and a top experience in its own right. Parts two and three take place in the same world and at the same time, with the main character from part two (Prince Medion) popping up to save our heroes on more than one occasion. Basically, the 'sequels' are separate





▲ Magic spells showcase Shining's mastery of the Saturn's hardware.







adventures that share some characters and locations. Don't worry, you're not missing out on too much if Sega decide not to bother with parts two and three, but it would be ace to have a translation...

PANZER OR SHINING?

Both! But if I was injected with truth drugs and tortured by opinion-seeking SSM readers, I would probably recommend the more action-packed SFIII over the laid-back explore-a-thon of Panzer Saga, simply because I've had more fun playing SFIII. Richard seems to prefer Panzer, but to be honest, both games are so intricate, detailed and beautifully constructed that you'd have to be a few sarnies short of a picnic to miss out on either. And what else is there to buy for the Saturn these days anyway?

I'VE STARTED SO I'LL FINISH

Grandia may well have grabbed all of the RPG hype recently, but there's no doubt that Shining Force III displays a similar amount of visual sauce and gameplay juiciness that us hardcore gamers demand. In fact, your first few days play will be spent solely in and around the first village, discovering more story twists, learning who the good guys are, making friends and recruiting new members to fight alongside you in the battles to come. And this is a mere fraction of the first chapter! I've yet to complete SFIII, but it's already clear that Sega have baked this baby to near-perfection. Turn the page to read Richard's review - I think he's gonna like it!



▲ The story's very detailed and twisty-turny.



▲ By the power of Greyskull! I HAVE THE POWER!





▲ These are the tactical manoeuvring screens, where players decide who to attack.





▲ Shining is remarkably simple and easy to play. I like 'em simple.







▲ There's a more complicated plot than there was in Panzer Saga - it's visually just as amazing too.

REVIEW

BY	SEGA	
RELEASE	JUNE	PLAYERS: 1
HARDWARE	PRICE £34.99	
	STYLE BATTLE RPG	

One of the most eagerly awaited adventures finally arrives on our Saturns... in a fully, translated PAL edition! Here it is: no hype, no bullshit. Just a subjective, yet informed opinion from one who knows.



▲ Dantares starts as your most capable warrior.

Shining Force 3



▲ A fine tactical mind is required to best this great game!



▲ Another spectacular Shining Force 3 magical strike!

It has to be said that I do enjoy a good role-playing game... and the Saturn is replete with some stunning examples of the genre; as regular readers will know, I've taken more than my fair share of enjoyment from Grandia and Panzer Dragoon Saga in recent months. Now we have a game that acts as a sequel to one of the best Megadrive games ever, Shining Force 2, as well as celebrated Saturn role player, Shining the Holy Ark.

Shining Force 3 is here. It's fully translated, fully official and coming "atcha" really soon. Maybe even by the time you read this. And just to let you know, this game is rather splendid.

The game merges elements of the best RPGs seen on the Saturn. The vast majority of the game is spent in what are the best strategic battle sequences yet seen on the machine. Panzer Saga had spectacular looking sequences and was supremely enjoyable to play, but in terms of strategy and tactics, it's a league below what Camelot Software Planning have achieved with Shining Force 3.

Battles are not just small affairs that last a couple of minutes - even the first few skirmishes can take up to half an hour! And therein lies the true greatness of Shining Force 3, that being the freedom the game offers. Battles can merely be a means of getting from A to B, or they have multiple outcomes. Are you going to chase down the imposter of the king before he gets away, or are you going to take down the evil monks AND the militia that are giving chase? Will you save a character who can clear the king's name before he gets killed?



And then there's the character interaction itself. The game moulds itself to your style of play, recognising how you use your party and adapting itself accordingly, with your characters forming individual partnerships and friendships within the group..

It's all rather clever when you think about it. Shining Force 3 makes great steps in eradicating

[Shining Force is clearly the best Battle RPG for the Saturn! It's a classic title!]

A VERITABLE GRAPHICAL DINING OCCASION

When it comes to stuff like translucent polygons and lighting effects, our PlayStation-owning brethren tend to get a better deal than us stalwart Saturn owners. But games like Shining Force 3 make you wonder why... I mean, take a look at the screenshot just to the right of this dinky little box - see that fire special attack? Isn't it just one of the most stunning things you've ever seen coming out of your black box? The magic spells and special attacks will have you gasping with awe...







◀ The further you get, the meaner the monsters.



▲ This waterfall battle scene is a really cool stage.





▲ There are tons of characters to recruit to your force.

the one big problem I have with RPGs (Final Fantasy VII in particular) - that being that you're not fully in control of your destiny. Grandia and Panzer Saga are phenomenal rides requiring decent amounts of brain power, but it's still a ride. You move from location to location experiencing events that the designers have prepared for you. Shining Force 3 loosens (but doesn't remove) the constraints with its multiple-outcome system. Add in the Synchronicity system (where events in Part One affects what happens in Part Two) and you have what could well be the most open-ended role-player yet seen. And that's really, really cool.

We've established Shining Force 3's gaming credentials, but the title also features an enviable graphics engine and special effects I don't think I've seen on Saturn before - a mean feat, considering the graphical power of Panzer Dragoon Saga and the almighty Grandia. The basic engine has many similarities with Game Arts' classic in fact - the full 3D engine is a lot smoother, though lacking some of the detail and special effects. It's still really cool though. The battle sequence are graphically resplendent, particularly the close-in sections where the actual hits are registered. The magical effects in particular stand out as being really rather eye-popping.

In summary, I can really find little fault in anything to do with Shining Force 3. Despite only being Part One of Three, there's ruck-loads of game for your money but I truly believe that Sega will be letting the Saturn faithful down if the subsequent episodes of SF3 don't get translated. Only time will tell, but in the meantime, enjoy this spectacular Battle RPG.

RICH LEADBETTER







WHAT'S THE STORY?

Shining Force 3 is set at a time when two great continental forces stand on the brink of peace after long years of war. However, the king of one nation appears to kidnap the leader of the opposing empire during the peace talks... what's going on? It turns out there's an imposter at worked back by a mysterious third force. It's YOUR job to clear the king's name and bring peace to the world!



GRAPHICS	A brilliant graphics engine powers the proceedings - some of the special effects in the fight scenes have never been seen before...	**91%**
SOUND	The same Shining sound effects return again. Decent chip-generated music adds to the atmosphere.	**87%**
PLAYABILITY	Superb gameplay as SF3 effortlessly fuses aspects of role-playing and strategy. It's the greatest Saturn Battle RPG!	**93%**
LASTABILITY	Some of the battles alone can take hours to complete - ace! Let's hope we get parts two and three. We NEED them!	**93%**

OVERALL

A worthy successor to Shining the Holy Ark and a brilliant adventure in its own right. Impressive. Most impressive.

93%

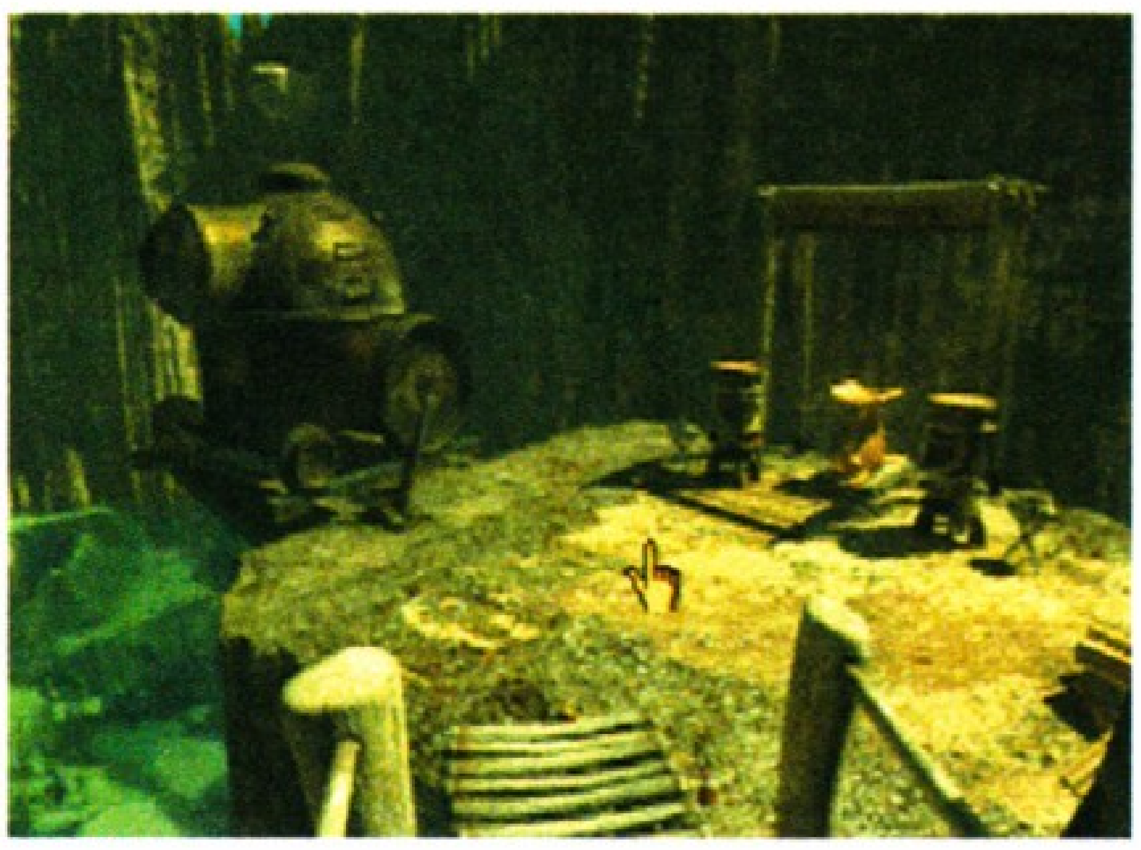
▼ Let's hope that Sega convert episodes two and three: they add an extra dimension to this stunning game.



BY	CYAN/SEGA			
RELEASE	JUNE			PLAYERS
HARDWARE	PRICE	TBA		1
N/A	STYLE	ADVENTURE		

Everybody's ignoring Riven, focusing instead on more traditional RPGs like Shining Force and Panzer Saga. And as it happens, they're missing out on something damn good and original. Ignore Riven at your peril...





Riven

My favourite game ever is a shoot 'em up, my second-favourite game ever is a shoot 'em up and yes, my third-favourite game ever is also a shoot 'em up. You could, quite justifiably, say that I'm a one-dimensional plasma-fixated neo-trooper from the future, interested only in quick-fix adrenaline-soaked no-brain action. So Riven - a laid-back visual adventure game - shouldn't really be my kind of thing. But hang on, if Myst sold an incredible five million copies, and those Cyan guys have spent the last four years creating Riven, surely there must be something to this interactive game business? Let's put down the lasers for a second and take a closer look.

At first glance it seems quite similar to Myst, what with its reliance on flip-screen puzzle action and the ambient story-telling style. Thankfully, the second glance shows that Riven is quite a bit different, while the third glance reveals that it's actually a damn sight better! Thank God for that. So why is it better?





▲ Will you like it? Well, there's lots of brain work needed along the way, but it's a massive and fascinating adventure.

Well, it's less 'on the rails' than the prequel, which gives a lot more freedom to move and explore. Which is a mighty fine achievement for a mostly flip-screen adventure. It's all thanks to the design, which usually has players seeking solutions to several problems at a time. So instead of solving one puzzle, moving onto the next, solving that and moving onto the next, and so-on, it's usually left up to players to decide where, why and how they progress through the adventure.

Riven players are never told what to do. The story and events unfold simply by wandering about, nosing through books, breaking into houses, playing with machinery and lots of experimentation. If you've ever played Exhumed you'll have a bit more of an idea what to expect, but not much, as Riven is probably the most non-linear game yet. There are a few simple find-the-

[It's a casual 'go anywhere' game that bends the rules by creating something new]

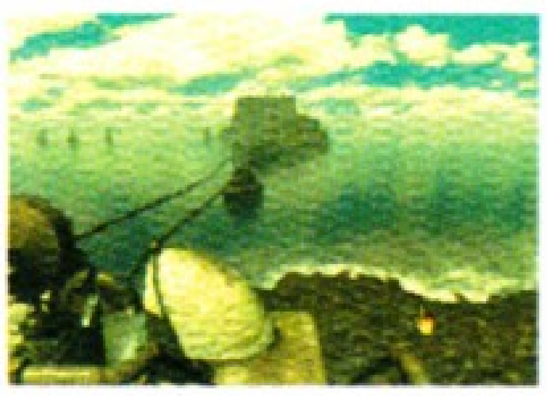






▲ Every scene is just dripping with immaculate detail.







▲ Riven really is like nothing we've played before, with the world looking like a series of photos taken of a real place.





▲ There's no dialogue at all in Riven. It's quite possible to bypass entire sections of the game, spending days wandering about doing absolutely nothing - that's part of the appeal.





▲ Even the most laser-scarred adrenaline-junkie should be able to enjoy Riven, with these FMV island-linking sequences being one of the many visual highlights.



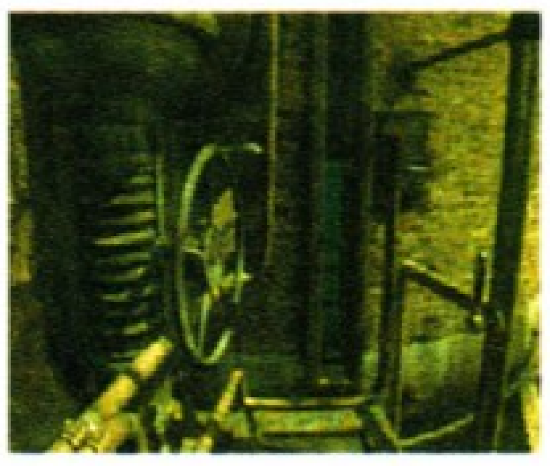
key-to-open-the-door-type puzzles, but for the most part, Riven remains a very visual and unique experience, with virtually no explanation of what's required - you've got to work it out yourself.

There's no level structure either, and hardly any dialogue. If anything, it's more like reading a book than playing a game, only this is a book that unfolds visually with every button press, creating a unique world that's a joy to explore. But be warned, Riven is not the kind of game that can be casually played in that tricky-to-fill half-hour gap between EastEnders and Brookie on a Tuesday night, as the creators estimate there's an incredible 100 hours of play spread over the four CDs!

And you definitely can't sit down and mindlessly click your way through it - concentration and patience are needed if you're to really get involved with the Riven world, but once you do, prepare to get caught in a deep, long-lasting and very satisfying experience. It's like nothing we've seen before - but it's rather good. A service station of peace and tranquillity along the frantic highway of videogames. Give it a chance.

GARY CUTLACK









THE REAL WORLD SUCKS

I'm hungry and I need to go to the toilet. I've been immersed in Riven like a chocolate biscuit dunked into a cup of tea, and frankly, I'm starting to go a bit soggy. Pull me out before I break in half! Riven is a game people will get obsessed about in an unhealthy Red Dwarf/ Star Trek/ Star Wars kind of way, such is the incredibly realistic and atmospheric world they've created here. Every location looks like a photo of a real place - it's an entire world in a handy CD format. I'm not coming out.



GRAPHICS	Each view looks like a photograph of an incredibly beautiful world. The detail is amazing. Watch it, feel happy and weep.	93%
SOUND	Ambient, chilled-out, soothing or whatever. There's the occasional tune, but it's mostly top-class atmospheric stuff.	91%
PLAYABILITY	Laid-back brain-food for people who can read books. It's like a visual story, but not like anything we've seen before.	91%
LASTABILITY	Over 100 hours of gameplay? You'll get drawn in, obsessed, and probably go mad, but it's a rewarding, very tough ride.	94%

OVERALL

A curiously low profile title that should generate some high profile sales, if there's any justice in the world.

92%

▼ Listen, it's a very tough game, but take the time to get into it and there's a good chance you'll like it. I like it.



RIVEN INTERVIEW

Riven - it's a bit like Myst, only far, far better. But don't take our word for it, let's see what the creators themselves have to say. Rand Millar and Joshua Staub chat to ANGUS SWAN about Myst, Riven, German bricks, Victorian machinery and what ever takes their fancy.





▲ It's taken them an incredible FOUR years to create Riven. It's an amazing achievement.

SSM: Both of your games (Myst and Riven) appear to be created by people with a love of classic architecture and legends. As Europe has a lot more of those than America, is that where inspiration comes from?

Rand: Oh absolutely, one of things we talked about is that good stories have a history to them, they have a bigger picture than the one you show. That's what we're shooting for - designing a world that's got some history to it, some 'age' to it, and then giving you a glimpse of it.

Josh: This is actually my fifth trip to Europe and every time I come I take tons of pictures. Not just of scenery and landscape, but of buildings and the old brick and the details on old doors, all kinds of things. I've kind of forgotten this, but when we were in Germany we walked past this church in Munich, and I looked over and said - 'you know, that's the brick I took, that's the brick on the boiler' (one of the sections in Riven - SSM).

SSM: There's nothing new in the Riven world. Everything is old and looks like it's been there a long time.

Josh: Well that's a big part of it. Computer graphics by themselves tend to be too sharp, which is a little too clean and doesn't show a lot of history. We spent a lot of time adding rust to our metals, adding dirt and grime to make it look more realistic.



SSM: Did you conceive of how popular Myst was going to be?

Rand: No. Not at all. Not in a million years. We did Myst for ourselves. We built the world as somewhere we wanted to go. We thought it would appeal to people like us. I guess there are more like us than we envisioned. We were joking about selling maybe 50,000 copies (whispers with awe) 'wow, wouldn't that be great'. It's five million, or whatever it is now, that's crazy, I still can't imagine that.

SSM: There must be pressure after a runaway hit like that, to make your next project as successful.

Rand: It was more like looking at it as an opportunity. 'Oh, good, Myst is successful - we'll have a lot more resources to do something even better now!' It wasn't that we were feeling pressure to do better, we wanted to do it - 'Oh now we can buy bigger computers, and hire more people and we'll make an even bigger world, a better world!' It wasn't until the end, and we're wrapping this thing up and are ready to show it to people and suddenly it hit me, 'oh my! What if this isn't better? What if people don't think this is better and are disappointed with it?' And maybe that's good. Because when you try to please everyone, you don't please anyone. By forgetting all that and losing track of it, and just trying to make it, once again, something that we wanted. I hope that gave an integrity to it. We weren't trying to ride on the wake of Myst. It took us four years.

SSM: Talking about disappointment - you must have been ready for some hostile reviews of Riven?

Rand: Yeah, we did. It was interesting in that as Myst became more and more popular there was a backlash, from the very group that made it popular. Myst had been popular with the gamers. They were the ones who bought it first, who latched onto it, because there was no advertising for Myst it was the underground gamers who started enjoying it. Then it branched out into the non-gamers, and as it became more popular with the mainstream, the gamers began to say 'Myst - that's no good, that's old', and there was quite a large backlash. We didn't make Riven for the mainstream, and to be discounted out of hand is a little bit troubling, because much of the games press did ignore Riven, or only gave it a cursory glance.

SSM: Compared to Myst you can go to a lot of places early on in Riven,



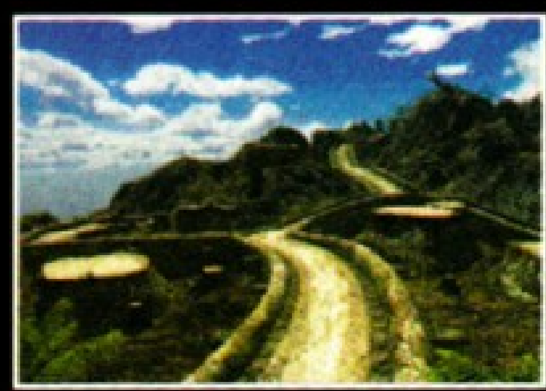
although there's a less clear idea of what players are supposed to do...
Rand: We discovered from Myst that there were two people who liked to play our games. There were the gamesplayers who liked the puzzle challenge. They were looking for that reward, that 'yeah!', that feeling you get when you complete the puzzle. And then there were the explorers. The people who didn't normally play games, who got onto Myst island and looked around and thought, 'my goodness, isn't this interesting' and may have got sucked in enough that they wanted to continue on.
Our point in Riven was - let's give the explorers a little more area to explore, a little more opportunity to get sucked into the story. But, towards the end, we wanted to make the puzzles even more challenging so that the gamers are very satisfied as well. In the end, it was all an experiment, I don't know if we accomplished it. I mean, you still hit the wall, you just have a little bit more room to wander around.

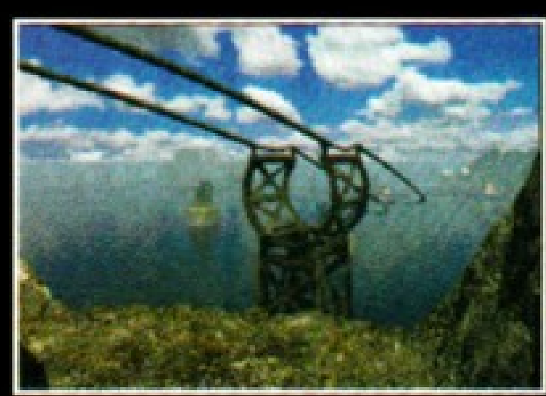
SSM: And when you reach a point where you're not getting anywhere, you have time to sit back and think about how the story parts relate...
Rand: And we didn't do it as well in Myst. Our storytelling in Myst is not anywhere near the level it is in Riven. We didn't build enough story in there. It's a little more eclectic; there are just scattered things, where in Riven we thought purposefully we had to create a story to support and wrap around it. So it's a choice - do I leave this place or do I stay and figure it out.

SSM: How difficult is it to work out how long it will take for the average player to 'get' something?
Rand: Incredibly. At the very beginning, before we had done any computer work at all, after the initial design by the four of us, we brought in six or seven people, went to a room, closed the door, ordered pizza and played the game in a roleplay way. We described the pictures, described the situations and said 'now you see this, what do you want to do?' and went through the entire game in that way. And that gives you a little bit of a clue on what people are thinking. You're able to tweak things at that point. In addition we were able to little bits and pieces in that allowed us to give more or less information away.

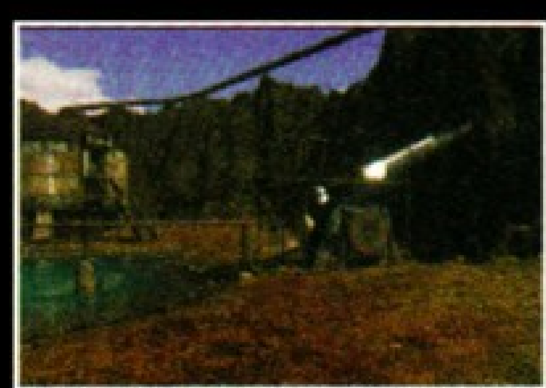
SSM: There is something very late Victorian about the machinery and tone of the world.
Rand: You know why that is? Victorian machinery is very 'hands-on'. We were talking about the Science Museum in London, we wanted to go there. Of all things, the cab driver on the way over here was says, 'yeah, I went there as a kid' and the first thing his does is go like this [makes grasping gesture] you know, hands on, and then he says, 'but I don't understand computers though', and that's exactly the point, nobody understands computers. It's a black box, it's a chip. You can't take it apart and see how it works. But Victorian technology is very understandable. You can diagnose it. You can take it apart and see how it connects and that adds a little bit more of feeling a part of this world, when you can see how it is put together.

SSM: We've heard about your fetish for detail, and how someone sat down and designed every single keyhole, brass and tack.
Josh: Yeah. When we started it was not going to be this big a project. It was going to be a couple of artists and new, more powerful machines. But we really got into it and knew how much, or thought we knew how much we could do with it. And eventually we did start hitting a ceiling where we ran into so many problems adding some of the detail, and just had to find creative ways of getting around that. The details were the things that really made it come alive for us.
Rand: There's so much detail people don't even know. It's buried in a small thing you only see from a distance, it's only when you get close to it you realise. Every item was sketched out and handed to an artist to design, whether it was a screw or an item built up from a real thing, and the artist didn't know how far away the camera would be when it took a picture.





▲ The above scenes probably took 500 people about three years to create. Don't just click through them!

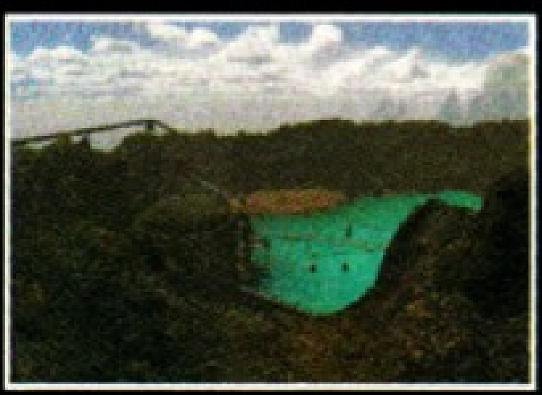




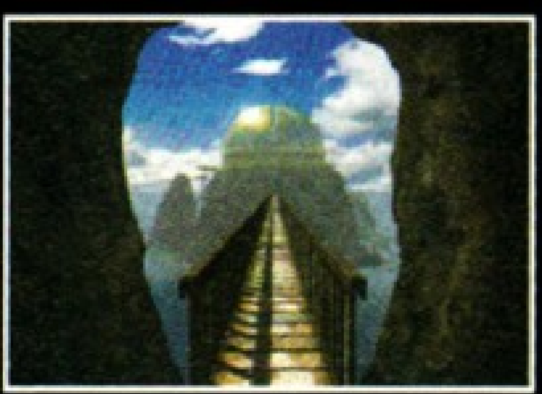












▲ There are no dialogue boxes or speech in Riven. It's a totally unique and visual experience

Josh is the one who, in addition to designing objects of his own, assembled all those objects. It got out of hand, there was so many details, so much fine detail. Some of it had to be reduced to make it work because our models were larger than any ever built on computer before.

SSM: There must have been some points when you thought 'this is just such a waste of time. People are just going to click through this as fast as they possibly can'.

Josh: One of the things we wanted to do from the very beginning with Riven is try to make, and maybe it's a little bit too ambitious to actually do this, but try and make every image have a proper balance and an artistic quality. Something we weren't able to do with Myst as well. We tried to lay things out so that each image was really beautiful. Obviously there were places where it just wasn't efficient to spend a lot of time on this one area, if we were only going to get one shot or five shots out of that whole area.

Rand: But we still spent too much time on it!



SSM: And did that lead to tensions?

Rand: Yeah, oh yeah! That was the biggest tension we had. Because Robyn and Richard [Van de Wende, with Robyn Millar, co-director] were pushing hard on the detail end, and I had to play the other end. It's a healthy tension, you always have to finish it, you should want to finish things. At the same time, you should want to do it right. If you get that balance it works well.

Josh: Well there were other tensions too, especially at the beginning of the project. We had certain things complete down to where we could almost start taking shots in a room, and then the whole room was scrapped. The story and the characters evolved so that it didn't really fit any more. There were whole areas, a whole path in fact on the garden island that you walked along the edge of this cliff, round the back side of the lake. We had it all done - we had shots and everything, and it was just wiped out. Design by committee does not work. It has to be somebody's vision.

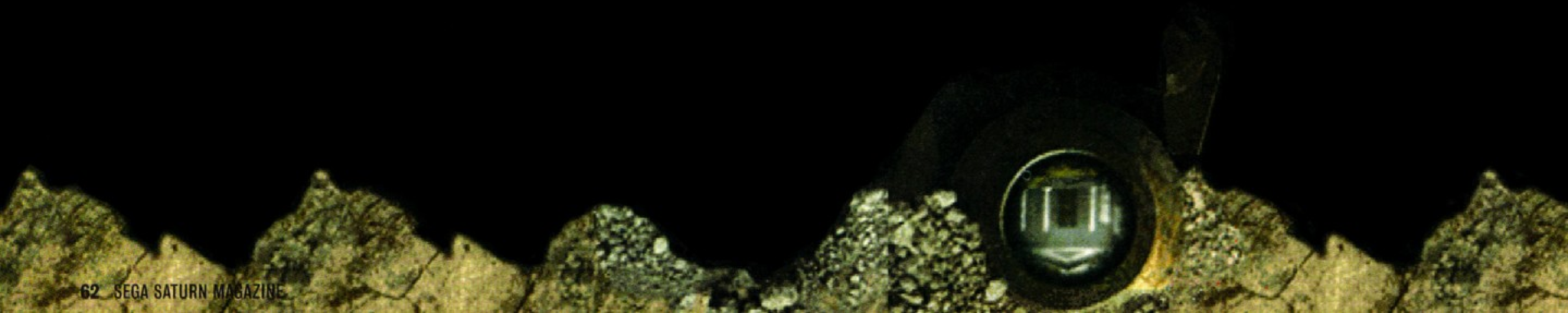
SSM: Character interaction is perhaps an area where people were expecting more from Riven. Despite the use of more animation, it's still rather 'look but don't touch'. Why didn't you allow direct character encounters with the people in the Riven world?

Rand: We love character encounters, but what we found when we started experimenting was that it breaks the spell, because you cannot, in a realistic manner, interact with that character on a computer screen. And we refused to put up dialogue boxes or throw up pre-selected choices, because it just destroyed the effect. Preset things - those drove us nuts because now I want to ask a different question, I don't want to ask the same one I've just asked.

SSM: But you tried?

Rand: Well, we looked at it. Very briefly. But we decided very early on that if we were good designers we wouldn't want characters in here. That's why we didn't have them in Myst, we took that element out because we realised that they would be flat, you can't really interact with them in a realistic fashion.

SSM: What do you say to those who say Riven is a computer game, not a console game?





Rand: I say that's baloney. It's entertainment, it's a game to whoever thinks it is. The way it's presented doesn't really, to my mind, change what's there. Now maybe the sectors of the market that play console games and computer games have somewhat diverged, but that doesn't change what we've built. When we came out with Myst it wasn't a 'computer game'. You could have asked a lot of gamers at the time who would have said it wasn't really a computer game. But the fact was that it was a game, it was an entertainment and who cares how you present it? That's like saying, 'that TV show isn't going to appeal to me, because I have a small TV'

SSM: Which leads on to the next question. The Myst conversion for PlayStation was criticised for that. You couldn't read the books.
Rand: The Myst conversion was pitiful, frankly speaking. It was a very poor job and we were really disappointed with it. In fact, when it came time to do a PlayStation Riven, we told Sunsoft - the Japanese company we work with quite a bit - that we wanted them to do it personally, because they had actually farmed out the Myst conversion.

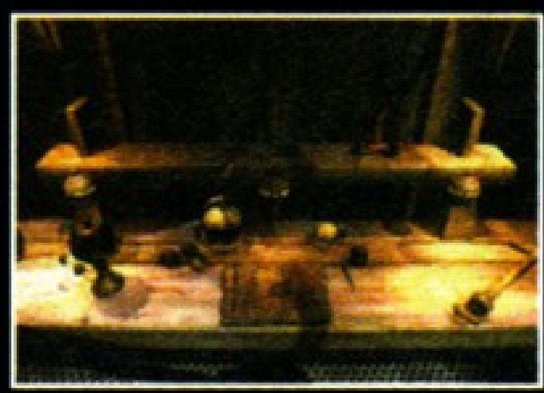
SSM: They did the Saturn version, which was quite good.
Rand: Yeah, exactly what we thought. We were so impressed by the Saturn version we said don't farm out Riven we want you to do the PlayStation and Sega Saturn versions, and whatever other ones you're doing. And they said alright. We spent a lot of time with them. We had 10 Japanese people working in our office, because they were so intent, they moved them to the United States because they wanted to work so closely on the conversions.

SSM: You were determined after Myst to exert much greater control?
Rand: Well, we didn't really have to do that because we have a real good relationship with Sunsoft, down to the last minute. While we were there for two weeks with a list of things to fix, they worked round the clock. They never went home while we were there. I was worried about nervous breakdowns and stuff, that they were working too hard, but they were doing it for us. They didn't want to disappoint us. That was very impressive and that's the kind of working relationship I want to have with a company.

SSM: So, I'm going to ask you the same question everybody does - what are you doing now?
Rand: Yeah, yeah! It's an easy one to answer, because we don't know. The fact of the matter is, we are not a very good business - or maybe this is the way to run a business, I don't know - but we were so focused on Riven we didn't break off another team of people during Riven and say 'you go figure what we're going to do next' and then we'd roll right over into it. We put all our energy into Riven, there was no one working on anything else. And whenever we tried to hire someone else, they ended up working on Riven.

SSM: You've expanded quite a bit since the Riven project was begun. Will you ever be in a position to be able to handle more than one project at a time?
Rand: Good question. This was really big for us. We got up to 25 people. We're actually down again, because a lot of the artists on Riven went on to bigger and better things. But that was huge, controlling that size company and still maintaining the integrity of your product. It's like the bigger you get, the less control you have, and it's got to be like that with multiple products at the same time, you lose a little bit. It's just not a decision we've made yet.

Thanks to the Riven lads and our colleagues at Game-Online (http://www.game-online.com) for the interview. The epic unedited version can be found at Game-Online. Riven is reviewed on page 58, and considering what a brain-bendingly tough game it is, you'll be needing a play guide - like the one starting in next month's SSM! Now you can't really say fairer than that can you?





▲ 10,000 designers spent sixteen years rendering that shelf. Never mind the size, feel the quality! And read the review starting on page 58.





推奨年齢

Matters Of Import

全年齢

Still playing games on that PAL Saturn? Fed up with seeing all those great import titles from Japan, but knowing you'll never get the chance to experience them? Take heart dear reader. SSM is here to provide essential relief for worried UK gamers!

King Of Fighters '97

SNK may have always played second fiddle to Capcom's 2D beat 'em ups, but there's no denying the company's pedigree or its legions of devoted fans. For years now, this talented Japanese developer has been producing some of the finest fighting games in existence - constantly honing and fine-tuning its library of titles with annual updates of Fatal Fury and King of Fighters. While critics have accused SNK of merely milking the same formula, devoted followers of the company's titles know they're much more than mere Street Fighter clones.



Which brings us to the superlative King of Fighters '97. Converted from its original arcade incarnation to the Saturn in less time than it takes for Lee to say "Howay the lads!", this 2D fighter has amassed a sizable cult following in Japan and it's easy to see why. Featuring many characters from previous games and new combat techniques, KoF '97 really pushes the series to dizzying new heights. Considering that KoF '96 was such a letdown, it's certainly encouraging that SNK have returned to true form by delivering a bone-crunching sequel. Although not packaged with the game, KoF '97 makes full use of the Saturn's 1MB cart to boost both character and background animation, delivering some amazing effects when special moves are activated. Obviously not as powerful as its 4MB big brother, the additional RAM certainly comes in handy.

To ensure longevity, SNK have included six cool play modes ranging from single player options to full-on team action as well as Advanced and Extra modes which borrow fighting systems from earlier games. Other worthy additions include single button special moves, dashing, hopping, rolling and throw breaks for more adventurous players. In fact there's something here for all fighting fans, even those gamers unfamiliar with King of Fighters' style of combat. Jaded UK games journos often dismiss SNK's titles, usually because they're crap at them or simply think that Capcom is the only developer allowed to produce 2D beat 'em ups, but King of Fighters '97 is a great game. Now that it's been out for a few months, and the import price has dropped, we urge our readers to check out this cool title NOW!







▲ More explosive action in this year's annual KoF outing.





▲ Time to dust off that 1MB cart again, folks.



▲ Ryo and pals are back for another bout of combat.





▲ Like your special moves fast and furious? Watch this!



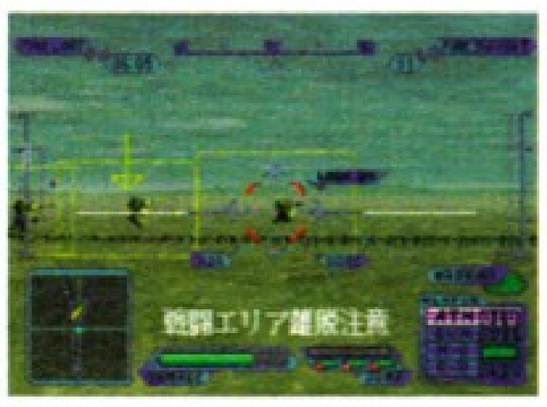
GRAPHICS	90%
SOUND	85%
PLAYABILITY	92%
LASTABILITY	94%

OVERALL

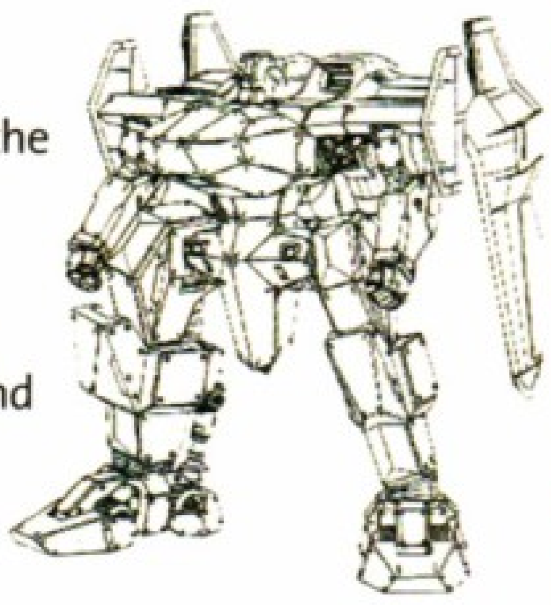
A fantastic update with more extras than any fighting game deserves. Loads of cool characters and spot-on gameplay. Roll on King of Fighters '98!

91%

Gun Griffon II

▲ Stalking and shooting. Yeah, we like Gun Griffon II.



Whaddya mean, "I don't remember the first one?" Gun Griffon was an awesome game, full of chunky mechs, sneaky strategy stuff and big guns even Arnie would be proud of! Fortunately, for all you fans of the first Saturn game, Game Arts have returned to their heavy metal creation and produced a non-too shabby sequel. And, as with any game the second time around, there's more of everything. More weapons, more explosive action and more excuses to blast your opponents to pieces. Not that Gun Griffon II should be seen as a mere shoot 'em up, as the planning and strategy side of things receives equal attention, with players craftily hiding behind buildings then springing traps to devastating effect.

Gun Griffon II is essentially a multi-mission based title, where players guide their futuristic military machine through a series of increasingly taxing campaigns, completing a set number of tasks. These range from simple search-and-destroy missions to defence, pursuit and multiple objective outings. The one constant in all these campaigns is that the enemy forces are as tough as nails, requiring novice players to shape up quickly or end up as so much scrap metal. Fortunately, for the forces of good, each mech is a massive mobile fortress armed to the teeth with heat-seeking rockets, cannons and grenade launchers - although all weapons are limited in supply and range. Possibly the most useful piece of kit comes in the shape of a boost pack, allowing players to leap into the air and hover there, picking off targets at will.

However, Gun Griffon II's main selling point has to be its two player option. Thanks to the inclusion of a link cable, it's possible to connect two Saturns (and two TVs of course) for some awesome head-to-head action. Players have the ability to team-up and tackle enemies together of face off against each other in fierce one-on-one battles. Chuck in the ability to use the Twin Stick peripheral and you've got one hell of a package. Well worth buying!



▲ The detail and size of some of the mechs is stunning. Even close up, there's very little glitching.




PLAYING IMPORTS

If you own a UK Saturn, you're missing out on a whole new dimension of gaming. To play Japanese (or American) Saturn games on your Euro machine there are two ways you can do it:

1. Get a Converter Cartridge

The Datel Action Replay (amongst others) allows you to play imported software on your machine. However, the games will run in PAL mode, meaning a letterbox display and speed loss. This is the easiest way of running imports, but you're missing out on a vast raft of benefits.

2. Get "Switched"

Take your machine to an importer and get him to add two switches to your machine. The first switch is the country select - US, UK or Japan. Just move the switch to match the country of origin of the software of your choice. The second switch is better though. This allows you to change the display of your Saturn. US and Japanese Saturns run the screen at a higher rate and gives a full-screen image (as opposed to the letterbox effect seen on most PAL titles) and your UK machine can be used in the same way. The problem here is that you need a SCART TV and one that's compatible with a "60Hz signal". Most modern TVs (definitely all Phillips and Sony ones) should be okay. And no, you can't run a 60Hz signal through a SCART video. If you're using a RF unit as opposed to a SCART lead, you can't reap the benefits of this particular switch and to be honest, you're better off getting the converter cartridge. The other REALLY cool thing about the 60Hz switch is that poor PAL conversions of games (all Capcom titles, Sonic R amongst others) suddenly run a lot faster and with a full screen display!





GRAPHICS	85%
SOUND	80%
PLAYABILITY	93%
LASTABILITY	94%

OVERALL

A great Saturn sequel with tons of multi-player potential. Only slightly let down by some glitching polygons, Gun Griffon II is a blast!

94%

Bomberman: Fight!



▲ The mega bomb explosions are absolutely huge!



Contrary to what you may have read, the Saturn is alive and performing remarkably well in the weird and wonderful land of Japan. Many top Japanese developers are continuing to support Sega's console with a stunning array of quality titles. One such developer is Hudson Soft, who have managed to produced two superlative additions to the rampantly playable Bomberman series, the first of which is Bomberman: Fight!

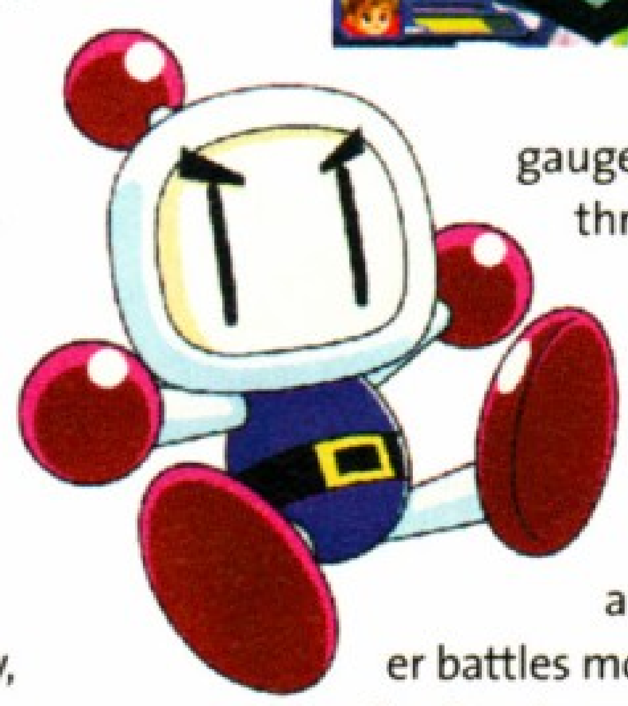
So what's new then, eh? Well, Hudson Soft have introduced several important innovations to the established Bomberman gameplay, the most important of these being the new isometric viewpoint. This has allowed the top coding team to create some wacky new 3D level designs with the extra element of height, which radically alters how the game plays. All the little Bombermen are now able to jump over exploding bombs and walls, with a double jump button press allowing players to gain extra height to avoid being caught in the blast below. The extra dimension also gives players a great deal more room to manoeuvre, though bombs can only be thrown in the usual four directions, which keeps the gameplay feeling pretty similar to the earlier Bomberman games.







Probably the coolest new addition to the tried-and-tested formula is a beat 'em up-style energy meter. Gone is the one-hit-instant-death gameplay of the classic Bomberman games, with cutesy little Bombermen being able to withstand an onslaught of three or four standard bomb blasts before they expire. More significantly, underneath each player's energy bar is a power gauge which fills with every bomb that's thrown. When it reaches full power, players are able to launch an enormous atom bomb to nuke everything on screen!



There's very little to grumble about with Bomberman: Fight! Our only gripe is that the one-player game is a tad limited, but the fantastic multi-player battles more than make up for it. It's the best of the Bomberman bunch and well worth picking up.



▲ The visuals are by far the best in the series to date.



▲ The single-player game is pretty cool, but the incredible four-player Bomberman battles are something else entirely!



GRAPHICS	85%
SOUND	70%
PLAYABILITY	91%
LASTABILITY	90%

OVERALL

Hudson Soft have come up trumps yet again with an excellent update to the classic Bomberman series and one of the best multi-player games around. Top stuff.

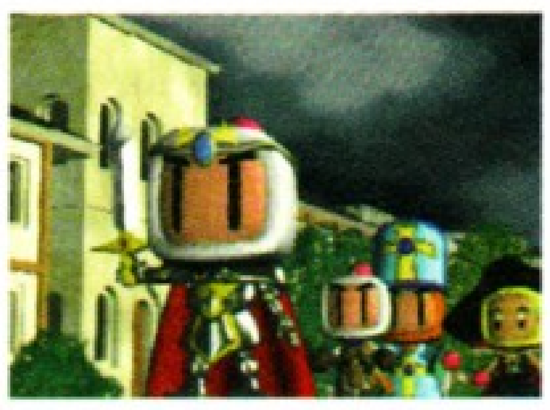
90%

Bomberman Wars

Completing this month's Bomberman double-whammy is the latest addition to the long-running series, Bomberman Wars. Putting an isometric slant on the traditional two dimensional gameplay and chucking in a decent smattering of strategy for good measure, it's an excellent laugh and well-worth tracking down.

The basic premise of Bomberman Wars remains the same as in its innumerable predecessors (bomb the crap out of everything that moves), though the execution is somewhat different. Sega stalwarts Hudson Soft have slowed down the fast and frantic gameplay, so that each and every bomb attack and movement is now turn based. This adds a whole new dimension to the classic gameplay and calls for some serious head-scratching and decision-making.



▲ Bomberman Wars runs on a tweaked version of the Bomberman: Fight! engine, though the explosions aren't quite as good.





Each team begins the game with an entourage of five bombermen, each of which differs considerably in terms of movement and bombing ability. The basic idea is to protect your King Bomberman at all costs, whilst attempting to nuke the opposition's King. If both are still alive after the allotted 30 turns, things begin to get slightly trickier as bombs are randomly dropped around the playing field. You see?

There's a brain-taxing 25 tough levels to battle through and a plentiful supply of extra characters with enhanced bombing capabilities to be earned. But we were a tad disappointed by the distinct lack of multi-player fun offered by Hudson Soft's latest creation, an area in which previous versions had excelled. There's a decent two-player option with some new level designs, but the programmers have clearly focussed their attention on making Bomberman Wars a more lasting solo game.

You could contend that most of the fun from the Bomberman series is derived from the spontaneity of the whole shebang, something that's largely absent from the latest addition to the series. But the turn-based strategy element adds a fresh and novel twist to the age-old game play, something on which Hudson Soft are to be congratulated. It's a top effort all round, but not quite up there with the likes of Bomberman: Fight!



▲ Bomberman Wars is a novel addition to the series, but fans are best advised to consider Bomberman: Fight! first.

B-BUT... WHERE?

So who are these "import" fellas who'll set you up with these wonderful games? Try out these dudes (and dudettes). Oh by the way, if YOU'RE an importer with a vast range of Saturn imports and we HAVEN'T listed you below, contact us via email (virtua.writer@ecm.emap.com) and let us know! We'll add you to the list.

Videogames Centre (Bournemouth): 01202 527314
Chips (Middlesbrough) 01642 873387
Project K (Essex): 0181 508 1328
Beyond Therapy (London): 0171 434 0755
Game Raiders (London): 0171 434 2220
CA Games (Glasgow): 0141 334 3901
Computer Exchange (London): 0171 636 2666
Computer Exchange (Harrow): 0181 427 5800
Raven Games (London): 0181 663 6822
Fantasy World (Stoke on Trent): 01782 279294
Loaded Consoles (Tonbridge): 01622 871544
Oakland Consoles (Northern Ireland): 01232 713366
Oakland Consoles (Stoke on Trent): 01782 857624
Oakland Consoles (South Shields): 01914 270969
Oakland Consoles (Plymouth): 01752 667100



GRAPHICS	80%
SOUND	70%
PLAYABILITY	82%
LASTABILITY	85%

OVERALL

A novel update to the long-running series which lacks the frantic pace and excitement of previous versions. Still worth picking up a cheap import copy though.

81%

SEGA SATURN™ tips

In the beginning there was nothing. Then God said "Let there be Quake!" And there was Quake. And Quake was good. Then God, being a Saturn owner, said "Let there be Quake for my Saturn." And there was. And Saturn Quake did make us tremble before its glory. After forty days and forty nights of playing Quake, God got a bit bored and said "Let there be tips for Quake." And there were. And the tips did work. And they were foretold by the prophets of SEGA SATURN MAGAZINE Tips, 37-39 Millharbour, Bethlehem, London E14 9TZ.

QUAKE

And lo, it came to pass that the Quake tips were printed in issue 33 of SSM. They may seem like just a few lousy old button presses to you, but to us the Quake codes are pure poetry expressed through the Saturn's joypad.



PAUL MODE (Invincibility)
This Paul bloke is pretty hard, as Paul Mode is Saturn Quake's God Mode! Highlight **Customise Controls** then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**

CHANGE DIFFICULTY SETTING TO EASY
Highlight **Music Volume** then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**

CHANGE DIFFICULTY SETTING TO NORMAL
Highlight **Music Volume** then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.**

RESTART CURRENT LEVEL
Highlight **Reset to Defaults** then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.** This returns you to the start of the level with your previous health and ammo levels.



TRACER FIRE ON NAILGUN!
Highlight **Autotarget** then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.**

ZERO GRAVITY
Highlight **Lookspring** then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.**

USE MONSTERS' WEAPONS!
Highlight **Autotarget** then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.** By the way, this only works on levels which actually contain some monsters.

POS HEART THING
Hey, we don't have a clue what this one does, but we'd better mention it, just in case it's something really cool and important. Highlight **Lookspring** then enter **Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.** Hmm...

PANZER DRAGOON SAGA

It's amazing what the Saturn can do when it's treated with a bit of love and respect. Take Team Andromeda - two years of slaving away to create the stunning Panzer Saga, and boy, was it worth it.

PANZER ZWEI OPTIONS
Quite a few ingenious readers have noticed this. If you have a save position from Panzer Saga in your Saturn's memory, it actually allows all of the options in Panzer Zwei's Pandora's Box to be opened! Nice to see a bit of thought being put into things. And yes, this even works with save positions from our disc one demo CD. A good excuse to play Panzer Zwei again we think.

FASTER SPEECH
Another one that more experimental players may have discovered - pressing the **Top Left** and **Top Right** buttons slows downs and speeds up the speech during the real-time story scenes.



HOUSE OF THE DEAD

Does having red blood really make that much of a difference? Gary's blood is naturally green, so he prefers the more "realistic" default setting anyway.



RED BLOOD!
In the main option screen press **Top Left, Top Right, Top Right, Top Left, Top Left, Top Right.** You should hear a little noise. Then **hold down Top Left + Top right** and select a mode - this will bring up a new menu which allows players to activate infinite lives, a level select, and yes, RED BLOOD MODE!





Ooh, red blood. Now I'm really scared! Shame there isn't a 'Hi-res Mode' hidden away in there somewhere...

DISPLAY SCORE
Pause the game, **hold Top Left and Top Right and press X, X, X.** You'll need to plug in a pad to activate this on-screen score display.

AUTO RELOAD
Pause the game, **hold Top Left and Top Right and press Y, Y, Y.** Again, some pad-switching is called for here.



PLAY AS SOPHIE IN SATURN MODE
Sophie and a female researcher can be accessed in Saturn mode. At the character select screen **hold Top Left + Top Right and press Up, Down, X, Y, Z.**

Q&A

The problem is, our readership has nearly doubled in the past year, meaning we've got loads of readers who missed quite a few tips first time around. Which is quite a good problem to have, when you think about it. Anyway, keep sending in your tips queries...

SIM CITY 2000

When I play Sim City 2000, I keep spending all of my money, so I was wondering if you knew any money cheats for this game?

Craig Hector, Willenhall

Hey Craig, we do! You need to get quite a way into the game, but once you have try this little technique:

1. Build a marina and connect it with power
2. Go to Budget/City Ordinances
3. Activate Legalised Gambling
4. Highlight the sailboat and press the Top Left button
5. If the previous steps are completed correctly, there is a 25% chance that a slot machine will appear.

You'll win things like random destruction, cash and tornadoes. Turn on disasters for better results.





Die Hard Trilogy: Top three-games-in-one actioner!

DIE HARD TRILOGY

On Die Hard Trilogy, are there any cheats for weapons like in the PlayStation version?

Dan Fitch, Takeley

While the game is loading (on the Die Hard legal rights screen), press **C, A, B, B, Y, C, A, B, B, Y.** Start a game, pause it, and a handy little cheat menu should appear. But remember, cheats never prosper. Although they probably do in this case.

VIRTUA COP

How can I access the Gun Select option in Virtua Cop? I've completed the game loads of times, but still nothing happens.

Stephen Dunn, Hemel Hempstead

Hey, no problem. Plug in a joypad, **hold down C and press Down, Up, Right, Left, Up, Up, Left, Right.** Gun Select can now be activated (pause the game to select weapons, including a super-cool special gun).







Virtua Cop: Classic shooting-fest of immense proportions!



Sim City 2000: A bit on the rubbish side, to be honest.

TORICO

I have just got Torico, and I have to get through or up the Wall part of the game. Can you help me please?

Michelle Clark, Dagenham

Damn, foiled right at the end. We don't have any tips for Torico. In fact, nobody here has even played it. Sorry, but thanks for the nice card. It brightens up my desk.

COURIER CRISIS

Hey, you can say what you like about Courier Crisis, but there's nothing we love more than a game which comes with a huge list of tips. And all nicely tested too. Thanks Sega.

BONUS LEVEL

More Courier Crisis is a bonus? Surely some kind of cheat to remove levels would've made a better option.





Hey Sega, have you got jelly for brains? Why release this?

Oh, well. Press **Right + Z** at the neighbourhood selection screen for more Courier action!

RUDE GESTURES!

Not very sporting, but pressing **Left + X** makes the rider give the 'finger' to passing traffic!

ALIEN RIDER

Damn those aliens. They come over here, take our jobs, sleep with our women, mutilate our cattle, abduct our children, put devices in our brains and now they're taking over our games! Enter **XFIFTYONEX** as a password to access the alien rider.

GORILLA RIDER

Damn those gorillas. They come over here, eat our bananas and... er, never mind. Enter **SAVAGEAPES** as a password to play in Lee Nutter Mode.

FREE MOVEMENT

This takes away the time and movement limits, allowing players to go wherever they like. A bit like Doctor Who, but with a bike instead of a Tardis. Enter **CCOALIKBJJ** as a password.

LEVEL PASSWORDS

Hey! Why not make Courier Crisis an even more enjoyable experience by bypassing huge chunks of the game altogether! Enter these level passwords to check that later levels are just as poor as the earlier ones.

1. **EFLCIFCGKJ**
2. **IFLCIFCCKI**
3. **MFLCIFCOKJ**
4. **AFLCIFCKKJ**
5. **FHCLFIGCJL**
6. **FLCLFICCIL**
7. **FPCLFIOCJL**
8. **FDCLFIKCJL**
9. **KFLCIFCGII**
10. **OFLCIFCCI**
11. **CFLCIFCOIJ**
12. **GFLCIFCKIJ**
13. **FFCLFIGCJJ**
14. **FJCLFICCIJ**
15. **FNCLFIOCJJ**

Burning Rangers

Concluding SEGA SATURN MAGAZINE's exhaustive coverage of Sonic Team's epic fire-fighting adventure, we're proud to present the complete guide to this incredible game, rated a massive 90% in the previous issue. LEE NUTTER is your guide.

FIRST MISSION: FALLEN MEMORY

The first mission is more straightforward than those which follow, but is mind-bogglingly impressive nevertheless. Split into three sections with an an enormous boss character in the third, it serves as an introduction to the fiery spectacle of later missions.



GO TO MAP 2







Room D Upon exiting room C, turn immediately left and enter the lower level of room D. Extinguish the fires before progressing to the upper section, teleporting the civilian to safety before exiting via the lower level.

Rooms G and H Upon entering room G, follow the corridor to the right and activate the key panel. Retrace your steps back to room H and traverse the bridge to activate the switch. Drop to the ground to rescue the civilian before returning to the first illuminated switch.

Room F Drop to the ground level and rescue the civilian, teleporting him to safety before extinguishing the ferocious flames and collecting the invaluable crystals. Exit via the dilapidated bridge above.





Room C Drop to the lower level and rescue the civilian, quenching the raging fires before returning to the higher platform. Proceed along the platform, extinguishing the fires and collecting the crystals before exiting the room.

Room E The distinct lack of light in room E dramatically reduces your field of vision, so follow these simple instructions. Continue down the corridor and exit through the door on the right. Turn right again and proceed to the end of the platform, before dropping to the lower level and activating the switch to restore power.













Room B Until now the mission has met with little resistance, but the security mech HST-2000 soon sets that straight. Repeatedly blast the robot with the versatile Fire Extinguisher Unit, collecting the crystals on the upper level once it's destroyed.





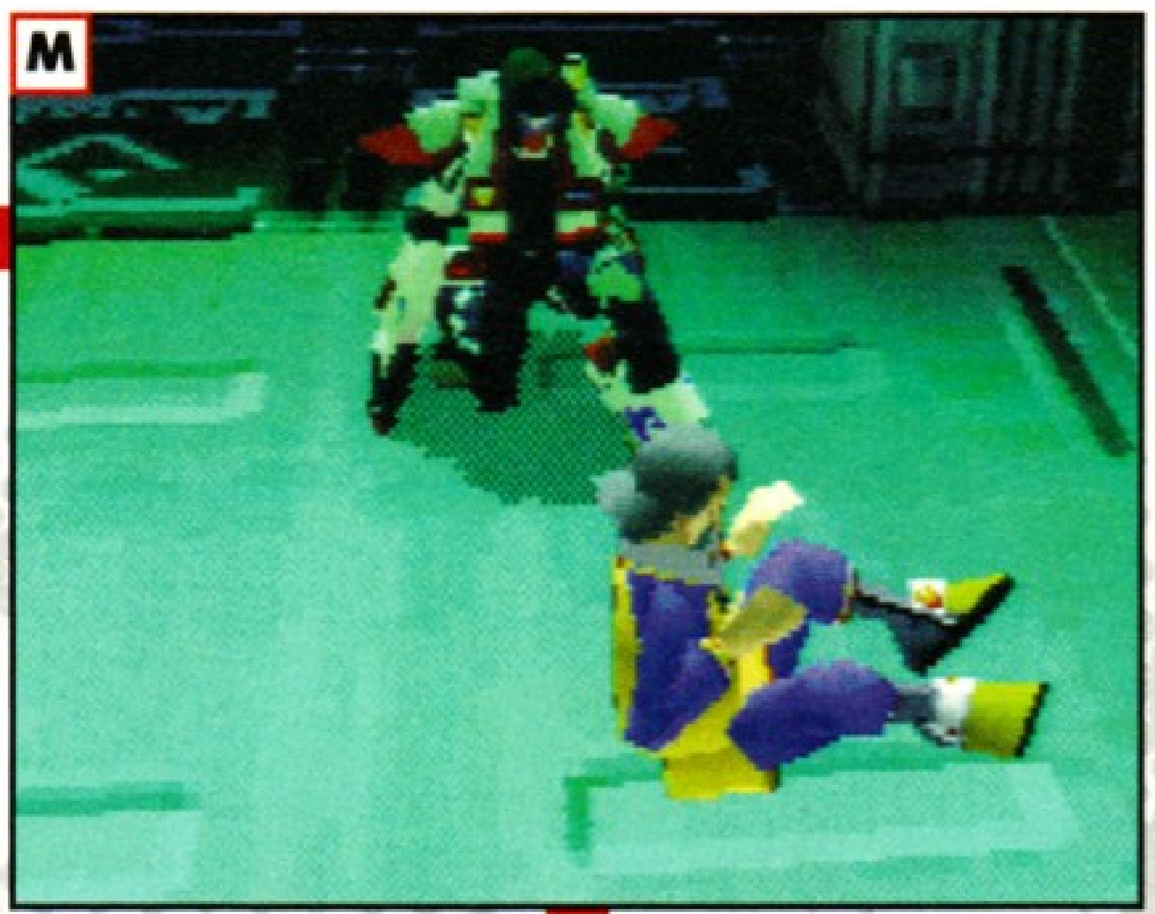


Room A Locate the trapped civilian on the ground floor of room A and teleport him to safety. Then scale the pipes to the upper level, collecting the innumerable crystals along the way before exiting.



MISSION START

BOSS!



Room M Pass into room M and teleport the terrified old man to safety. Exit the room and continue along the winding corridors, extinguishing the fires and collecting as many crystals as possible before your encounter with the end-of-level boss.

BOSS ONE - ANEMOTH

The huge end-of-level boss is relatively simple to defeat in comparison to those which reside in later levels, but the trick is to do it without losing your crystals. The ferocious boss blasts out flaming projectiles from its daffodil-like head, requiring nimble footwork to avoid scattering your crystals. The trick is to keep on the move at all time, leaping over its fiery discharge and relentlessly blasting its head. As with NiGHTS, every second it takes to defeat the boss is deducted from your overall grade. So time is of the essence.











Room L Enter room L and immediately extinguish the fires, being careful not to get caught in a blast from an overheating fuel tank. Collect the scattered crystals before scaling up to the higher platforms and rescuing the trapped civilian. Exit through the door on the opposite side of the room and go to point M.

Room K Shoot the storage tanks in the lower area of room K, being careful not to get caught in the blast. Quench the resulting fires, and exit through the newly accessible door to rescue the trapped civilian. Return to room K and exit through the door on the upper level.

Rooms I and J From the starting position, negotiate the darkened corridors to room I and activate the glowing key panel, thus lighting the area. Return to room J and rescue the civilian before exiting the area.







START













SECOND MISSION: SILENT BLUE

The difficulty setting is taken up a notch for the more demanding second mission, with a diverse range of objectives for the Burning Rangers to carry out. Split into six huge stages, with a gigantic boss character in the last, it boasts a stern challenge for even the most competent players.

Room C The water circulation system in the dolphin tank (room C) has been disabled. Go to the adjoining control room and activate the key panel to restore power to the system.

Room D Make your way around to point D and activate the illuminated key panel. A previously inaccessible door in room E slides open, revealing a trapped child within. Rescue the girl for more points and higher overall grade, or just run to the exit around the corner. It's up to you.





A

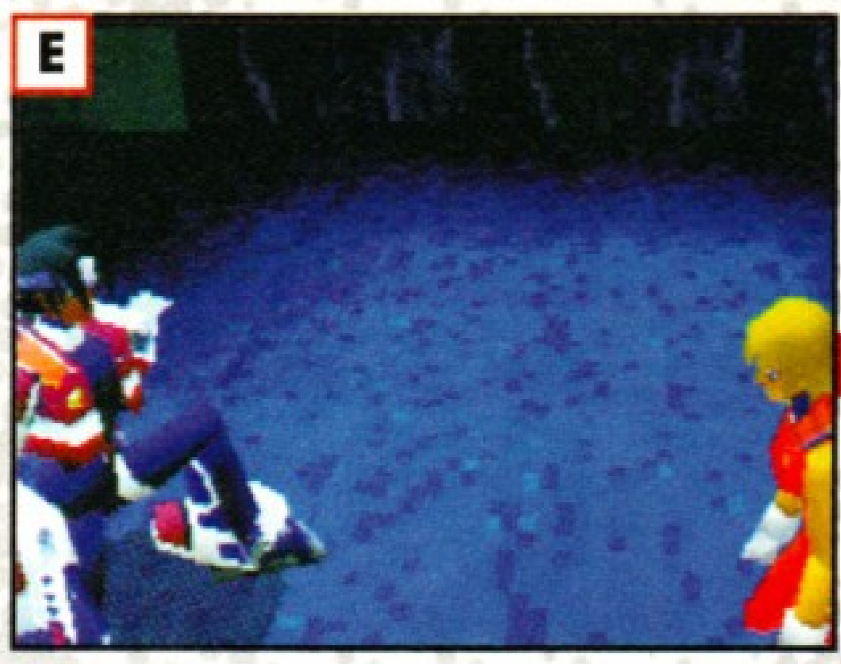


C





E



D

B

Rooms A and B Enter room A and you'll notice a murky light escaping from a small ventilation grate. Crawl through the vent to the adjoining room and activate the key panel. Exit the room and go back down the corridor to the newly accessible room B.

GO TO MAP 2

MISSION START

Room H Destroy the Gardian-D robot and head towards room H, rescuing the trapped security guard therein. Now return to room G and activate the glowing key panel, enabling you to access the rest of the level.

J







I



GO TO MAP 3

Rooms I and J Activate the switch in room J and proceed back towards room I. Extinguish the raging blue fire and rescue the trapped civilian. Climb through the ventilation shaft and rescue the man, before returning back to room I and exiting through the door.

Room G Upon entering room G, scale up to the higher platform and locate the two trapped civilians, making sure you have sufficient crystals to teleport them to safety.

Room F Arrive at point F and you're faced with the daunting prospect of destroying the huge Gardian-D security mech. Actually, it's pretty simple to defeat. A few blasts from the Fire Extinguisher Unit whilst dodging its discharge should do the trick.









G



H



F



START

START

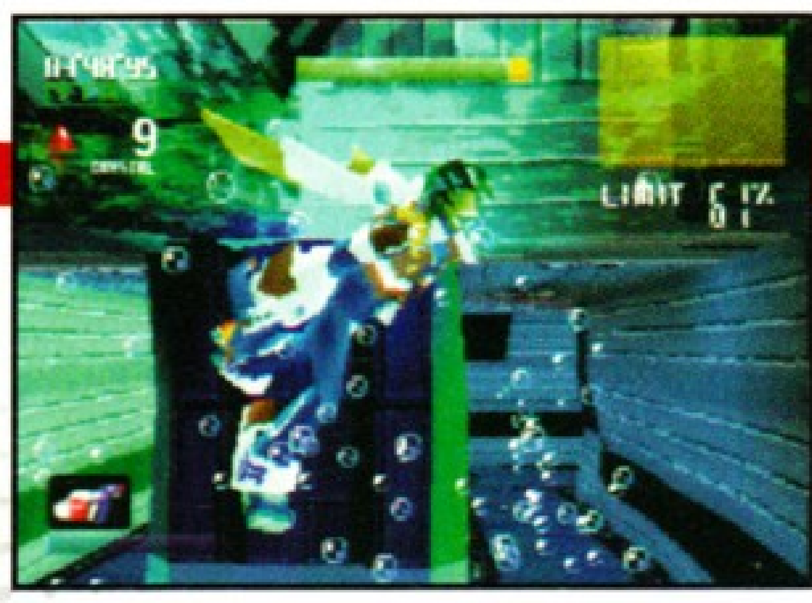


Room K Approach room K with caution. It looks straightforward enough, but huge flash fires rip through the walls as you enter, engulfing you in flames. Extinguish the fires and collect the crystals before exiting.

K



GO TO MAP 4



L

Room L Room L is a dead end, but worth going down to collect the small array of valuable crystals.



N



Room M Take the door to the right of room M, rescuing the civilian. Exit via the ventilation shaft in the wall or take the second door out of room M to rescue another civilian.

Room N Extinguish the green fires in room N and then destroy the Gardian-D security mech before jumping down the transport line.

M





START

GO TO MAP 5

TUNNEL NETWORK

The basic idea of the underwater tunnel network is to negotiate your way to the surface. This isn't as simple as it sounds, as the strong water current often thwart your attempts. Your best bet is to locate the dolphin which you rescued earlier and it will lead you to the exit.

O



Room Q Leap out of the water and destroy the Gardian-D security mechs attempting to thwart your progress towards the end-of-level boss.

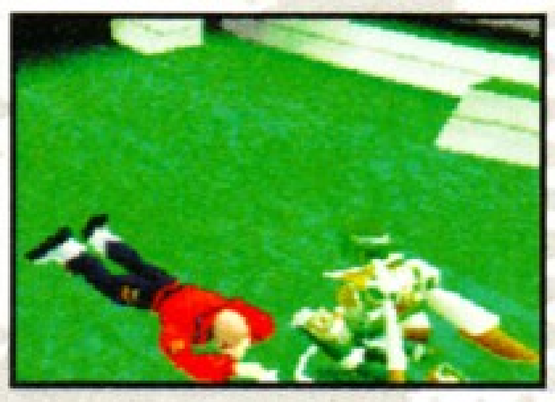
Room P Activate the glowing key panel in room P and the door in the adjacent room slides open, allowing you access to the trapped civilian. The room itself is located to the left of the pool.

Room O Extinguish the fires in the lower level of room O, before climbing to the upper level to rescue the little boy.

P



Q



BOSS!

START



BOSS TWO - ANDULANTUS

The second end-of-level boss the Burning Rangers encounter is similarly as huge as the first, but requires players to employ very different tactics to successfully defeat it. The gigantic mechanical fish circulates around its watery domain, relentlessly firing off round after round of missile projectiles. Get hit by one of those suckas and you can kiss goodbye to those hard-earned crystals. The best approach is to stand on the platforms and blast it with the Fire Extinguisher Unit, leaping out of way of the eruptions in the water.



MISSION THREE: GRAVITY ZERO

The difficulty setting has been upped considerably for the third mission of Burning Rangers, providing a stern challenge for even the most accomplished players. The main mission objectives and hazards remain the same as previously - traverse collapsing floors, locate key panels, extinguish fires and rescue the trapped civilians. Only there's far more to it than that...

Room B Extinguish the raging fires in the lower level of room B and destroy the two Hat-Bee security droids patrolling the area. Ascend to the higher platform and activate the glowing key panel, opening the door to give you access to room C.

Room A Quench the fire in the far corner of room A and collect the scattered crystals. Then jump into the translucent tube at the end of the room which elevates you up to the higher level. Activate the key panel in the control room before descending back to the lower level and into room B.

B



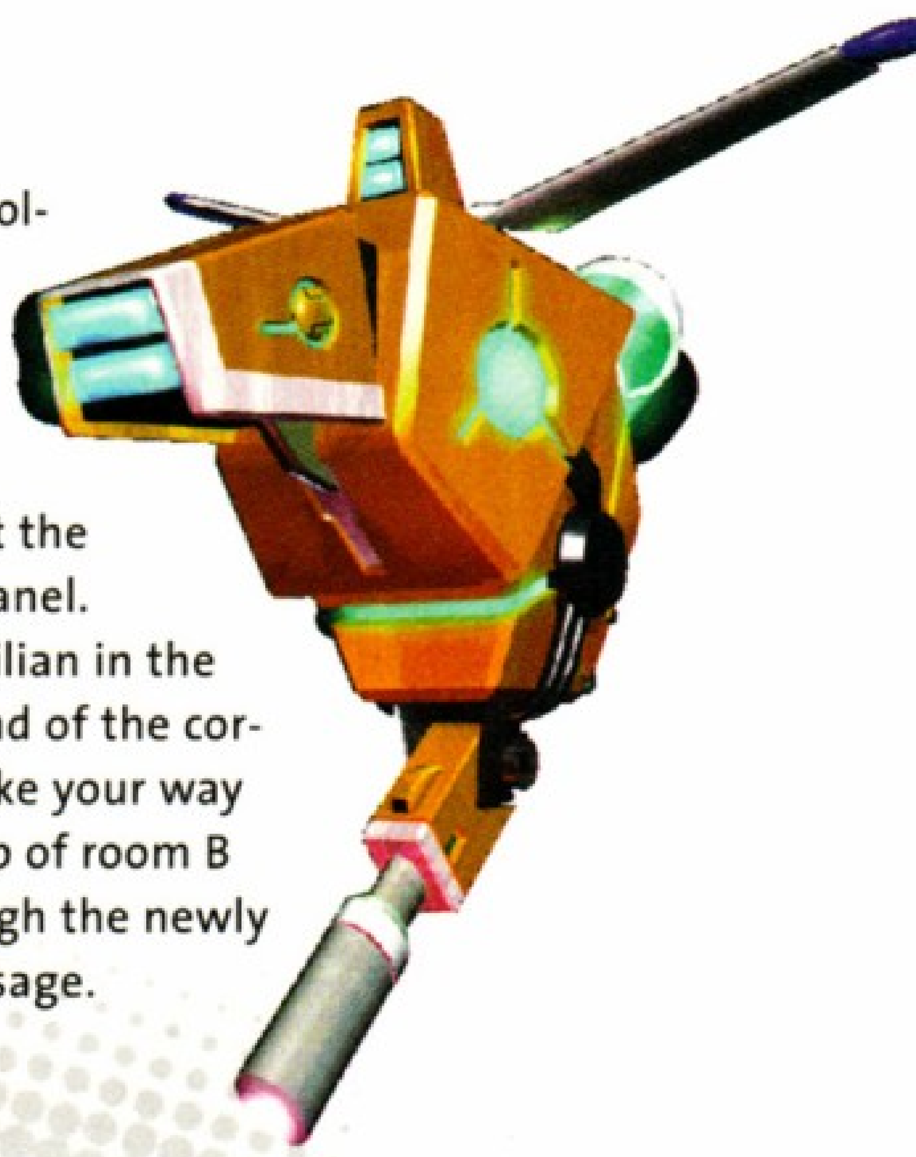
GO TO MAP 2

A

C

MISSION START

Room C
Avoiding the collapsing exterior wall, advance to the far end of room C and hit the glowing key panel. Rescue the civilian in the room at the end of the corridor, then make your way back to the top of room B and exit through the newly accessible passage.

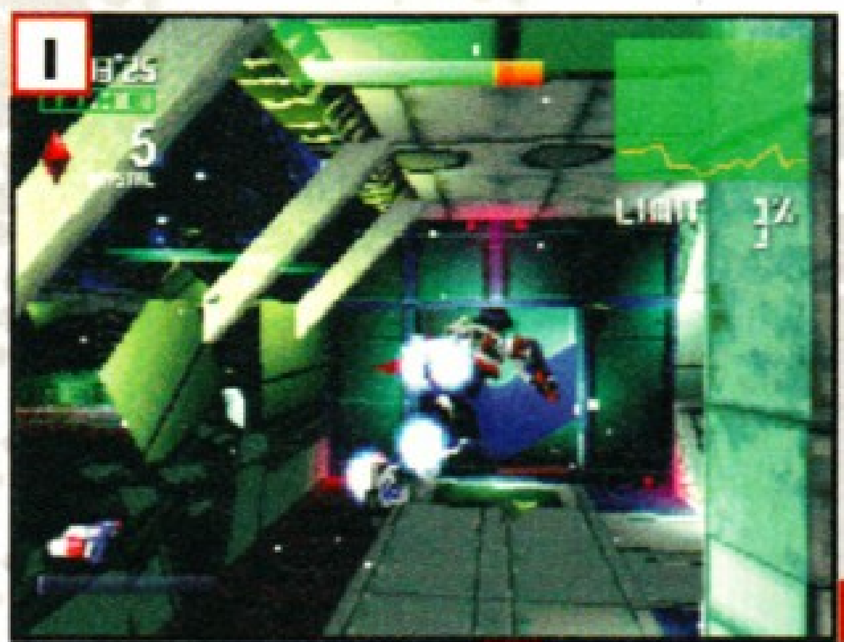


Room E Rescue the civilian in room E and extinguish the fires. Enter the adjoining room and you'll notice there are four switches inside the room ,each of which opens a different door. The best approach is to work your way clockwise around the switches. Start with room F, then G, H and finally I.

Rooms J and K The adjacent room J is where players first encounter the Hat-Bee security droid. The trick is to keep well away, as they tend to ram into you and scatter your crystals. A fully charged blast from the Fire Extinguisher Unit should do the trick. Then nip through to room K and rescue trapped civilian before exiting.

I

F H G

I


GO TO MAP 3

Room I Extinguish the fires in room I and collect the crystals left behind. Be careful not to get sucked into space as the unstable exterior walls collapse. Activate the glowing key panel and head towards the exit.

Room D Frozen Bell Square (shades of NiGHTS) is the pivotal room in this level. It connects together all the nearby rooms, but only one door is open at this stage. Proceed through it and head towards room E.

E


J


D


K


F




H


G


START

Room L As you've probably noticed by now, the gravity has been turned off. But with precision use of the Burneer Unit it is possible to guide your Ranger around the complex environment. Head for the top left door on the far wall and proceed through to room M.

Rooms M and N Destroy the the Hat-Bee security droids in room M before proceeding through to room N. On the far wall there is a glowing key panel, which when activated will open up the exit in room L.











GO TO MAP 4







START

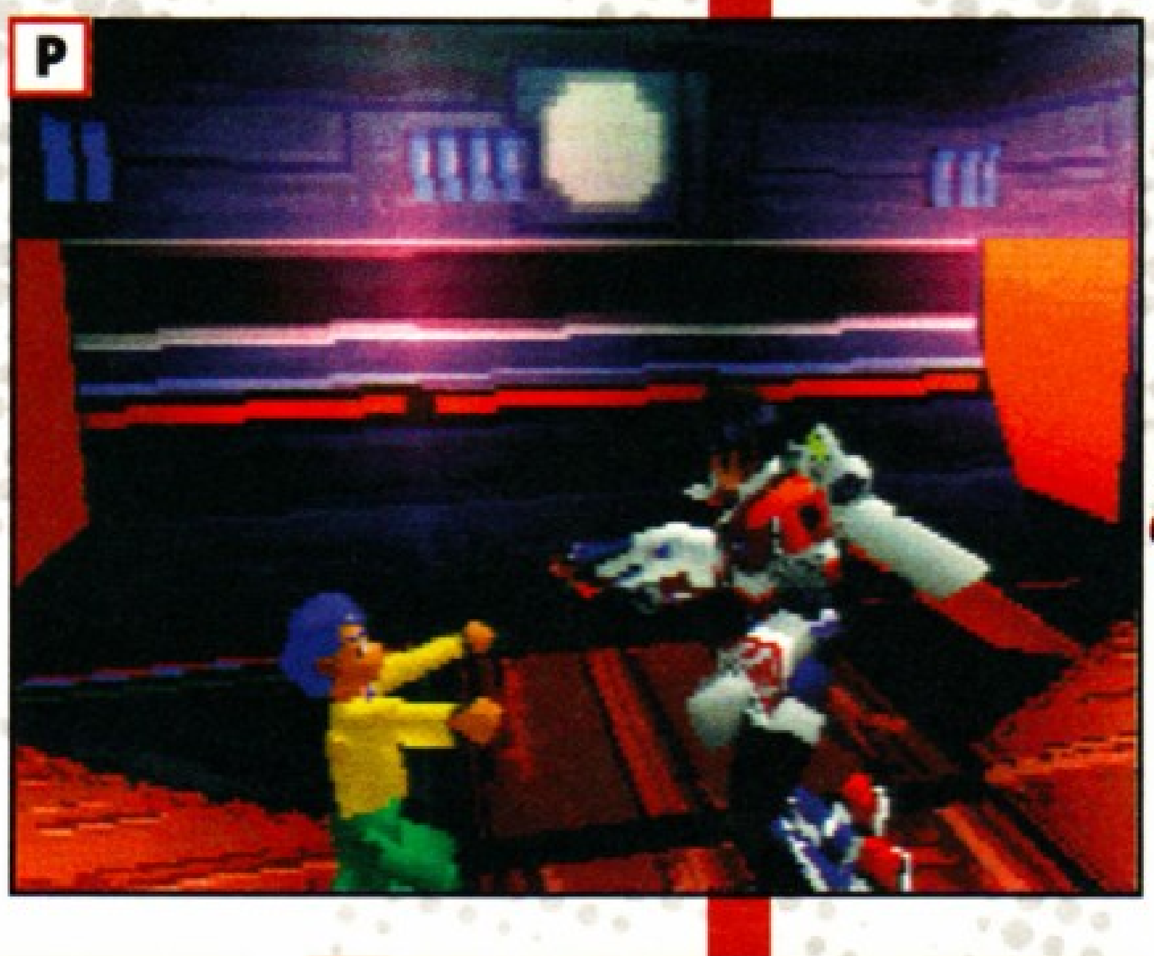
BOSS!

Room Q Carefully make your way along the winding platforms, traversing the gaps and being careful not to fall to the ground. When you reach the end of the platform, the child is placed into the escape pod and you get to face the boss!

Room P In room Q there is a small child who needs teleporting to safety. Unfortunately your teleportation equipment has packed in, so the child needs carrying to the escape pods. Obviously this restricts the use of your Burneer Unit and Shield Unit, leaving you increasingly vulnerable to the raging fires.

Room O Enter the door immediately to your left and activate the glowing key panel. This unlocks the door to room P, at the far end of room O.









START

BOSS THREE - ARGOYLE G

The third end-of-level boss players encounter is surprisingly simple to defeat, in stark contrast to the nightmarish boss to follow in the subsequent level. Set in a huge tunnel network, the huge mechanical boss constructs itself around a mysterious crystal before unleashing a deadly attack. Employing a different strategy to those of previous missions, players run into and out of the screen in an attempt to escape its clutches, whilst carefully aiming a fully-charged blast from the Fire Extinguisher Unit. Several well-aimed hits scatter its limbs around the tunnel, but quickly reforms unless your onslaught continues. Finish him off and it's on to the fourth and final mission!









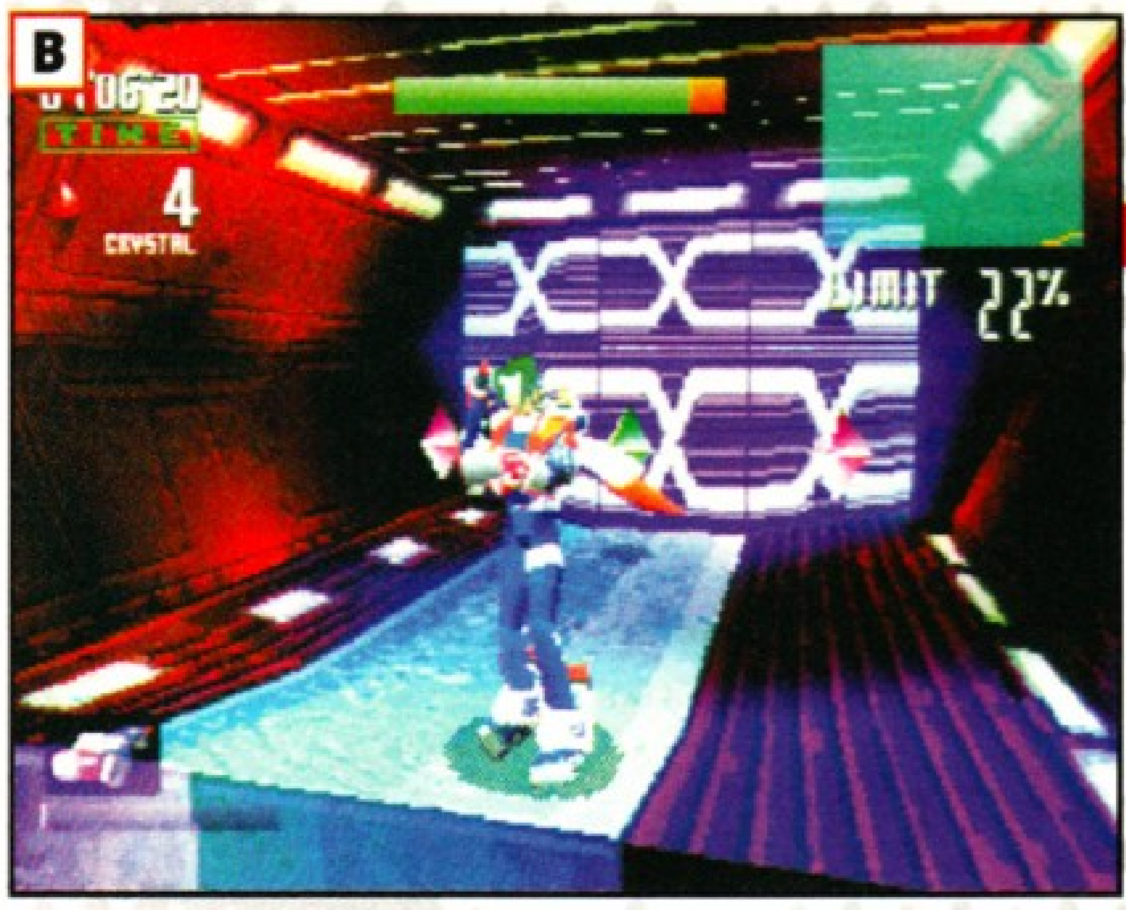
Room D The highly volatile room D presents a major danger to the Burning Ranger. The trick is to keep on the move the entire time you're in there, extinguishing the fires before dropping down the pit in the centre of the room.

MISSION FOUR - WINGED CRADLE

The fourth and final mission is an amalgam of the toughest sections of the previous three levels, with players needing to draw upon the their experience to overcome the diverse range of tasks. That's not to say that there's any respite in the action, as the fourth mission features some of the most volatile environments witnessed so far, with a host of new hazards awaiting the intrepid Burning Ranger...



Room C Put out the flames and collect the crystals before heading towards the far left side of room C. Activate the glowing key panel to raise the platforms, allowing you access to the exit at the far side of the room.





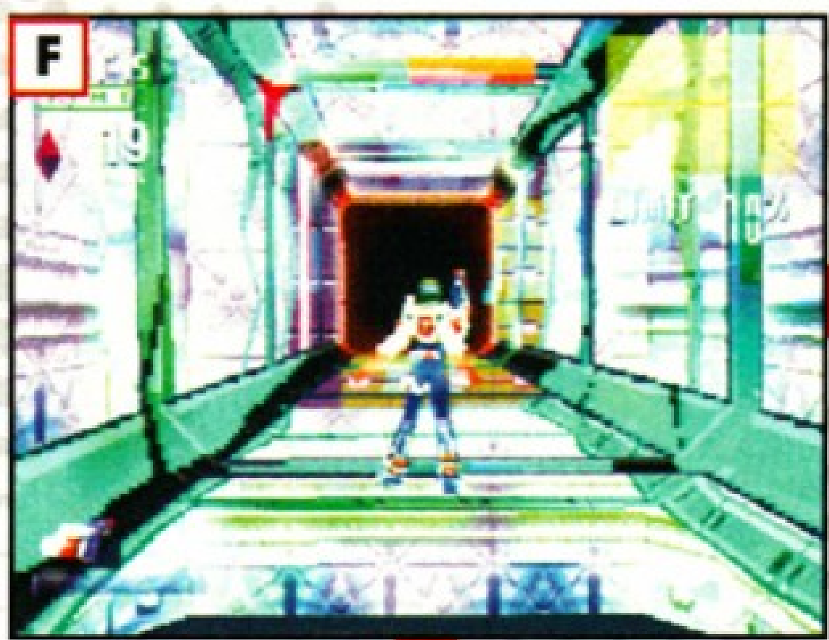
Rooms A and B Extinguish the multicoloured fires and collect the crystals left behind. Then head towards the passage at the far end of the room, or swim through the tunnels to retrieve extra crystals from room B.

MISSION START

START

GO TO MAP 3







Room G Leap over the flaming pit and proceed up the the passageway, manoeuvring out of the way of the oncoming boulders. Step onto the end panel and you're elevated to the next stage.

Rooms E and F Jump out of the water and collect the crystals scattered around the room. Leap up to the hole in the wall and walk through the window of water. Swim to the upper level and into room F.





SHOOT 'EM UP SUB-GAME

Taking control of the Burning Rangers' space craft, the basic idea is to negotiate the narrow, twisting tunnels of the Cardio Core and collect the crystals. Of course, there are a number of hazards along the way, notably some low beams and small meteors. This stage later becomes available as a sub-game once the main adventure is completed.



PLATFORM STAGE

The simple platform stage requires you to negotiate the platforms and extinguish the fires without falling off. On the final platform a mysterious crystal launches an attack, but is easily defeated with a few carefully aimed blasts from the Fire Extinguisher Unit.



Rooms H, I and J Enter room H and leap over to the opposite wall, making your way up the slope by jumping from one platform to another. Once you've reach the peak at room I, turn around and repeat the same action on the opposite wall until you reach room J. Then drop down from room J and exit the area.

J



I



GO TO MAP 4

H



START

BOSS!

L





K



Room K Progress towards the top of room K and attempt to exit through the door. The guardian of the door will then attack you, but is easily defeated with a few blasts from the Fire Extinguisher Unit. Be careful not to be on the receiving end of his fiery discharge though, or you'll lose all of your crystals.

Room L Locate the exit to room L by leaping from one platform to another in the familiar Tomb Raider-style, eventually exiting through the passageway at the top.

START

FINAL BOSS - WILLVERN



As with Sonic Team's incredible NiGHTS, one of the most admirable aspects of Burning Rangers is the sheer scale of its end-of-level bosses. Each one is either a huge monstrosity or commands a sprawling domain full of hazards. In this instance, both apply. Start by destroying the huge metallic sphere, within which the real boss is contained. The huge final boss protects itself by perpetually blasting out all manner of fiery projectiles and tornadoes across its lair, which makes getting close enough to launch an attack very tricky indeed. However, dodge the hazards and break down its shields and a few carefully aimed shots from the Fire Extinguisher Unit should see him off. It sounds simple enough, but in reality it requires a Herculean effort to overcome. Phew!





PANZER DRA

THE COMPLETE GUIDE: PART 3

Welcome friends! Yes, welcome indeed, to what is the last part of SSM's pretty damn decent tips coverage of Panzer Dragoon Saga. In this exciting episode, we round the game off, explain a few mysteries and show off some elements of the title you might have missed even if you have finished it! Over to RICH LEADBETTER...



RETURN TO THE HOLY DISTRICT

At the end of last issue's section of the Panzer Dragoon Saga walk-through, you'd just saved the village of Zoah from an untimely end courtesy of an enormous airborne missile of death! You return in triumph to Zoah and immediately go to talk with Paet, who is standing outside of the church in the Holy District. Go inside and witness the story exposition. Now go back to Paet's dad's room and talk with him. Then go outside and listen at the door. Now pop back to the Liberal side of Zoah and go visit Paet. He gives you a letter which invites you back to the airship in the evening. It's that rat bastard Craymen! After he's said his piece, wait until daytime then visit Paet's dad again. He'll give you the key to the room in the church. Visit it at night and access what you find inside...



The usual superlative camera work comes to the fore in the Mel Kava level of the awesome Panzer Dragoon Saga!





Annihilate the reactors (above left) in order to bring down the mighty Mel Kava! There are two to take down before the huge ship is doomed!

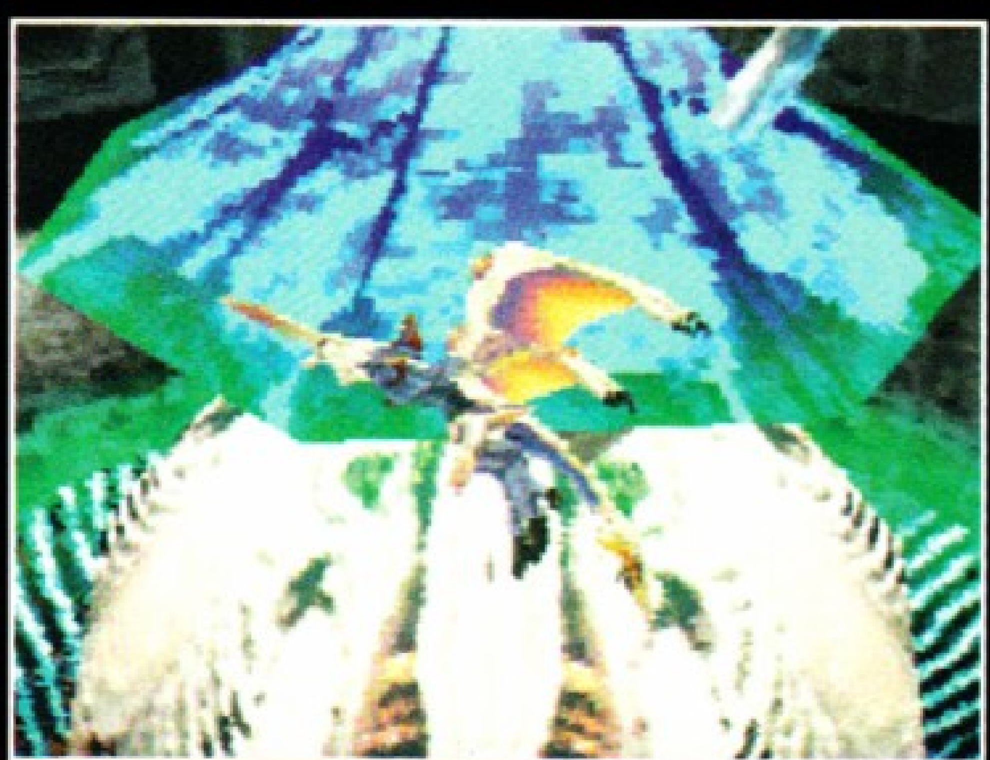
MEL KAVA

A new location to the north of Zoah opens up - go there now! After taking out the welcoming committee, fly under the craft and use lock-on lasers to destroy the light particle emitters. Once they're down go inside. The first generator you face can be taken down easily. Fly into a green area on your scope and pile up the bars. Wait for the generator to turn and face you. When it does, let it have it with lock-ons and then repeat the process.

This lowers the shield on the Photon Cannon beneath the ship. Blasting that into smithereens is easy. Just dodge into the green area on the radar. This points you towards the weak spot - your Sniper gun attachment should be able to destroy it in four shots!

After this, you'll get drawn back inside en route for the main generator. When you get there, you need to shoot the things at the side in order to make a shield for yourself against the green particles. Fly up and then blast the central generator to bits. Easy. This leads to the central core - again, just smash it to bits, no problem.

This leads to the deck - a fairly torturous section in that you need to blast the side generators countless times before you can progress to the final reactor. Take out the side equipment before breaking the central section.





Aha - this will be one of the two central reactors you need to take down in Mel Kava. Intriguing...



Blast open the top in order to rupture the main structure... then attack!

GOON SAGA

BOSS: ATOLM, THE FINAL CONFRONTATION

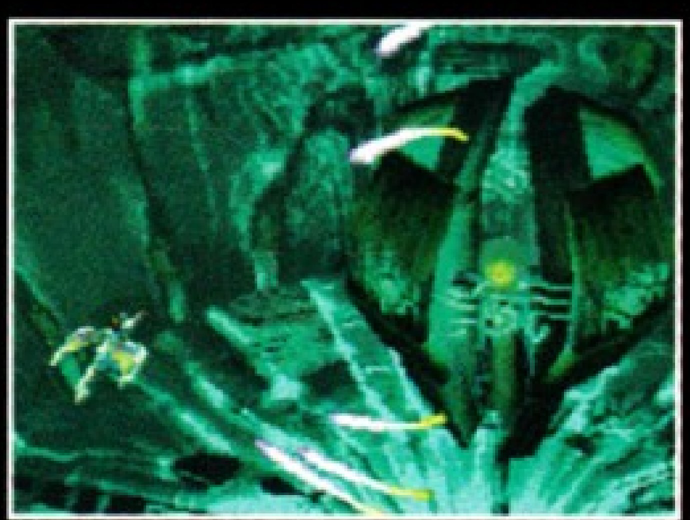
Defeating Atolm without hurting Azel is the name of the game. Atolm's first incarnation is easy to best. Nip around the front into the green area on the radar, then QUICKLY nip back around the side. Atolm will unleash his hell storm. Directly after this, pop around the front again and use your sniper on the resultant weak spot. Inflict your damage as you see fit until Atolm re-energises. Then repeat the process. The second incarnation is a LOT tougher...

Atolm's new weapon are four satellites, two of which heal, two of which attack you. Use your Sniper to take them out one at a time and then settle into a new pattern on taking on the dragon.

First of all, allow your bar to charge ALL the way. Then use the third bar for attacks (the weak point is behind Atolm, but only go for it immediately after the dragon attacks you). When Azel prepares her berserker strike, fire up the Vengeance Orbs and nip behind again. Repeat the process until Atolm's history!

BOSS: GRIG OLIG FORTRESS

The Empire's flagship is your next target once your dragon has healed up. First of all you need to breach its defences. This shouldn't cause you any problems at all. The boss itself is more formidable. However, by using the time bar trick mentioned earlier (always have two bars spare to erect a shield), you can easily best the fortress. Just make sure you use your sniper on the exposed exhaust ports. Once this is out of the way, you're instantly put into battle against the Spectre! Craymen's escape vehicle has no weaponry as such, but its as fast as hell and can easily dodge lock-on missiles. That being the case, let him do as he will and use your shot to take him down.





This boss is very easy to defeat - full instructions on the left page!

BACK TO GEORGIUS

After your last transformation, you now have the power to handle Georgius. The key here is NOT to blow up the ship too quickly. Instead, release the energy from the surrounding pyramids. This opens up the ship, allowing you access to it deepest chambers. Access the pyramid directly underneath to open the final door. Once inside, access the Dragon Crest in order to pick up the baby dragon.





Once you've got a full Laser Rank meter at the end of the game, return and

THE TOWER

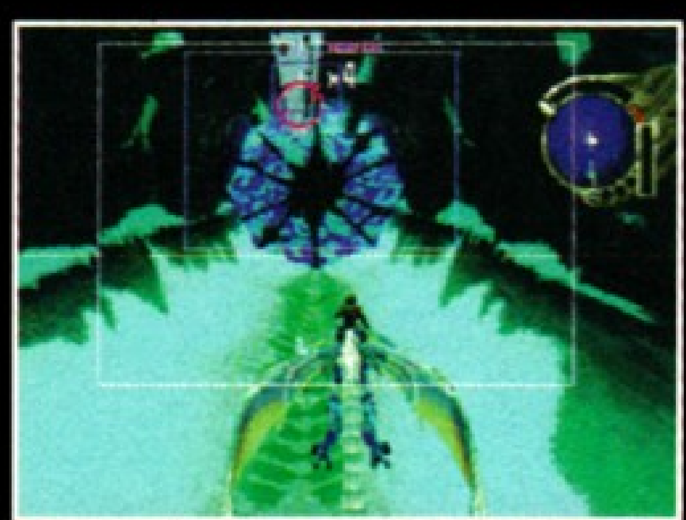
Your next port of call is the Tower. After meeting up with Craymen, it's your job to negotiate a section of the Tower. It's a only a small portion of what's to come, but shouldn't pose any problems as the defence machinery therein is largely inactive.



A big priority on these sections of the Mel Kava stage is to protect yourself from the green orbs, which send you back to the beginning.

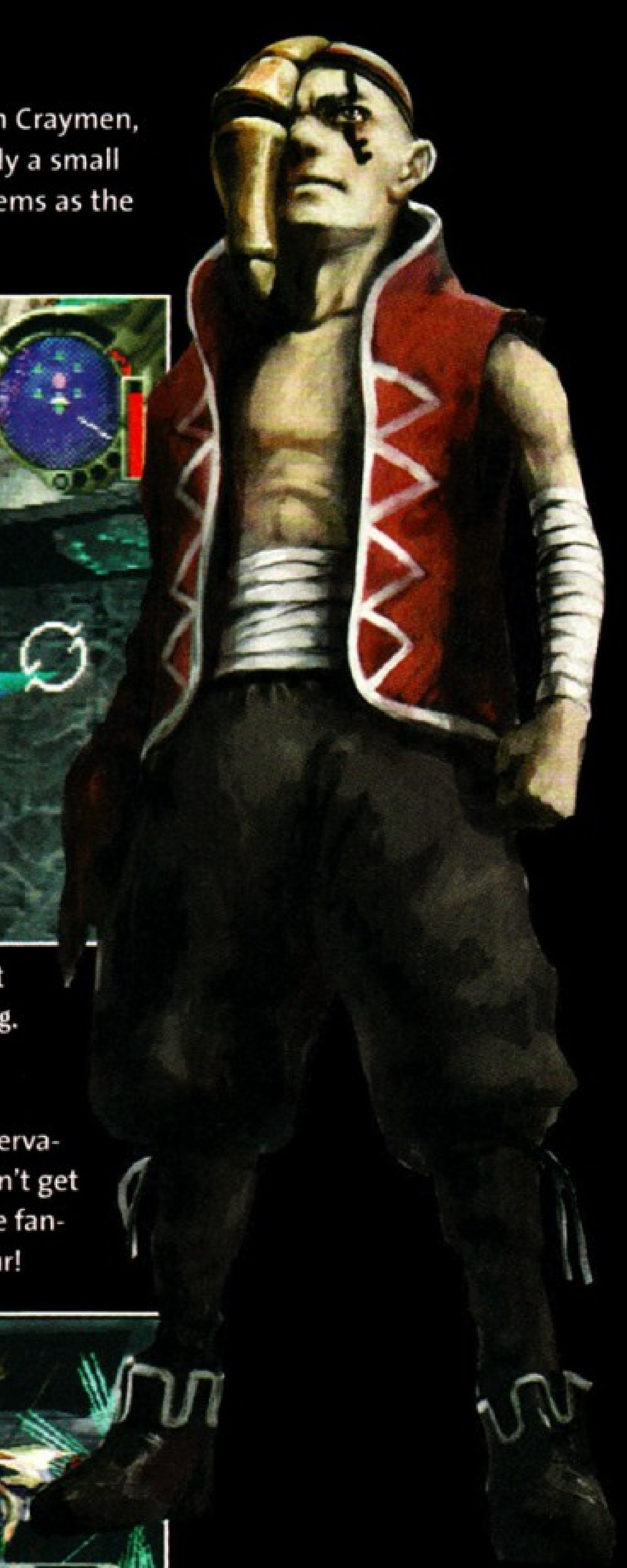
BOSS: EXTERMINATOR

Simple if you know how. Just use the time bar/ shield conservation method mentioned above and you're sorted. If you don't get an Excellent! rating here, you're in deep trouble! Watch the fantastic outro and then you're ready for the antics of Disc Four!





Good graphics eh? You ain't seen nowt until you've witnessed Disc Four!

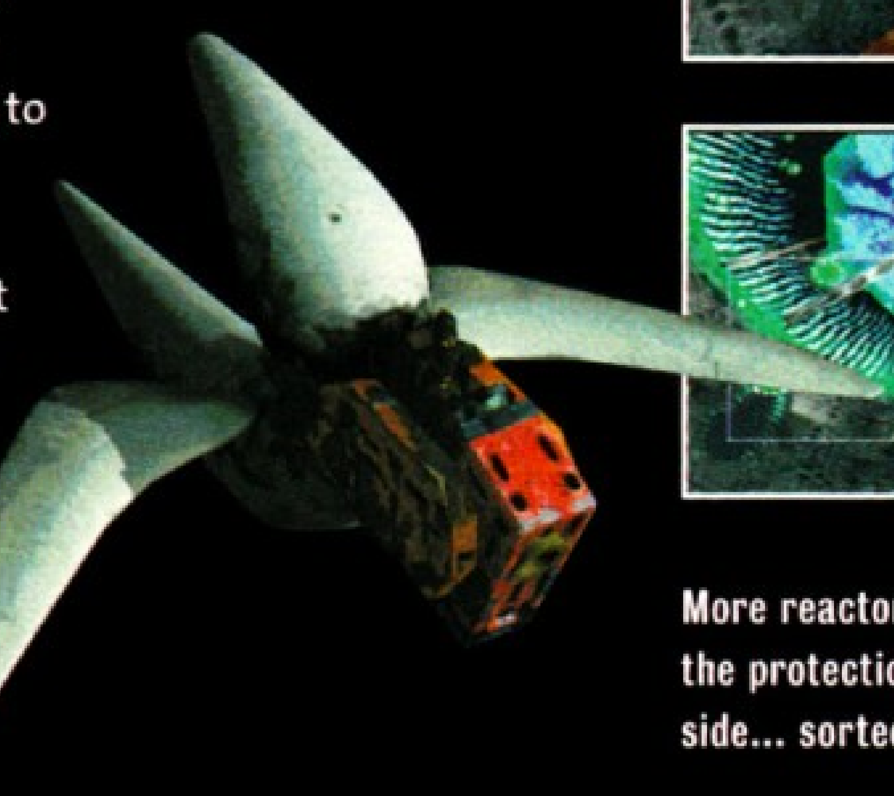


As Panzer gods will know, the guy above is Gash - leader of the rebelling seekers.

THE SEEKERS' STRONGHOLD

This area of the game is easy to get to. Once the Exterminator has been defeated and Disc Four has begun, make your way to the Caravan. Here, a seeker awaits you in the shadows. He carries directions to their secret hideout. Talk to him and be on your way.

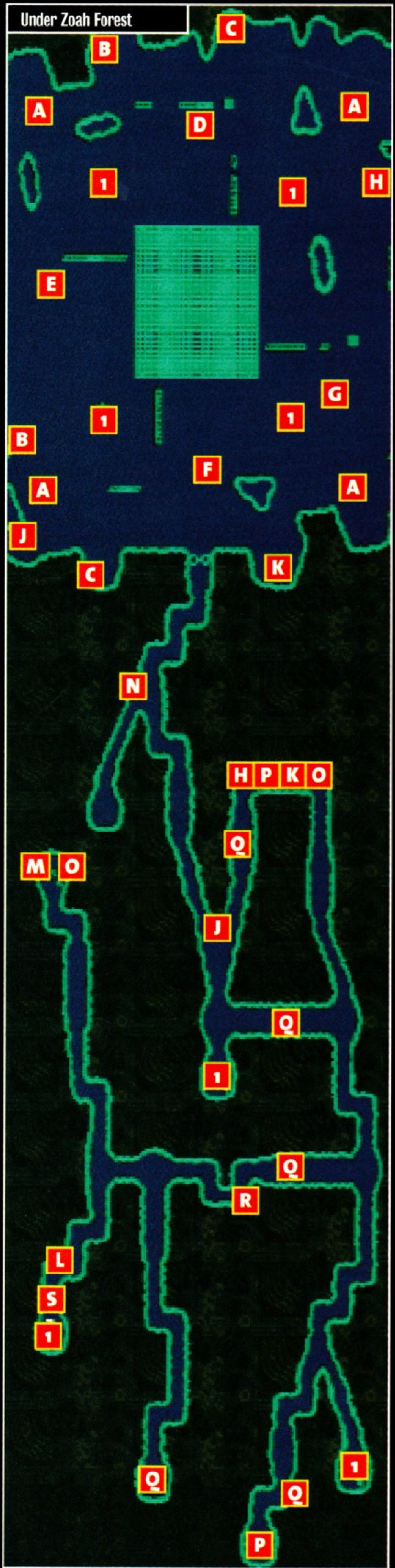
Explore the village a bit, buy a Pulveriser weapons upgrade and then talk to Gash to instigate the next area of story exposition. Go up to the top level and find Zadoc, the Compiler, who reveals the last elements of the story. Talk to him about all the topics, then go visit Azel for the FMV section. Now pop over to the Observation Deck (it's behind the main structure - take the right fork). Now you're all set for a trip to the Forest of Zoah...







More reactor action - unslot the protection grates on the side... sorted!



FOREST OF ZOAH

1 Exit to Above Zoah Forest
A Access to Open Door
B Full Elixir
C Berserk Maxis
D Golia Fang
E Golia Shell
F Golia Pod
G Golia Tail
H Hemo Olfac
J Gipson Lens
K Bone Slasher
L Save Point
M D-Unit 9
N D-Unit 10
O Berserk Medis
P Elixir Maxis
Q Access
R Shell Plate
S Telepathy Shard



FOREST OF ZOAH

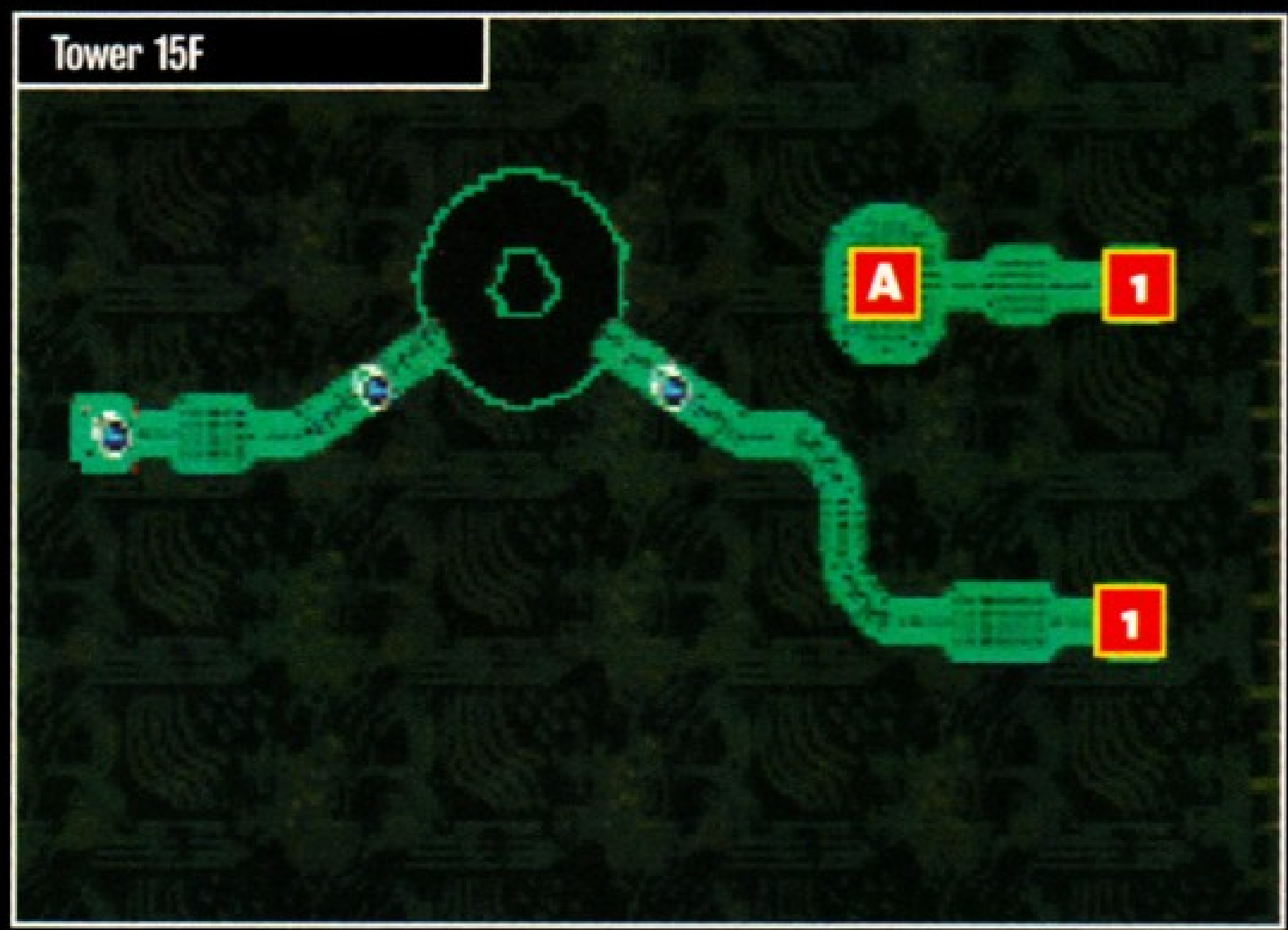
This level is split into two distinct stages, above the forest and below it. There are plants on the surface that can only be taken down after attacking the roots... so your first order of business is to get below and blast out the aforementioned roots. Return to the surface and travel roughly in a northerly direction, taking out any and all plants en route. Then it's rematch time with Grig Orig!

BOSS: INFESTED GRIG ORIG

The first section of this boss is fairly straightforward. The boss has three holes at the front - two mini-creatures pop out at any given time - the third is the weak point you need to exploit. After this you face the second incarnation of the boss. This is simply a case of staying out of the way of the main cannon and nipping around the front after it discharges in order to attack the weak spot. Either do that or stick to the time bar/ shield technique - it works fine here too.









Bring down Grig Olig and save the seekers!

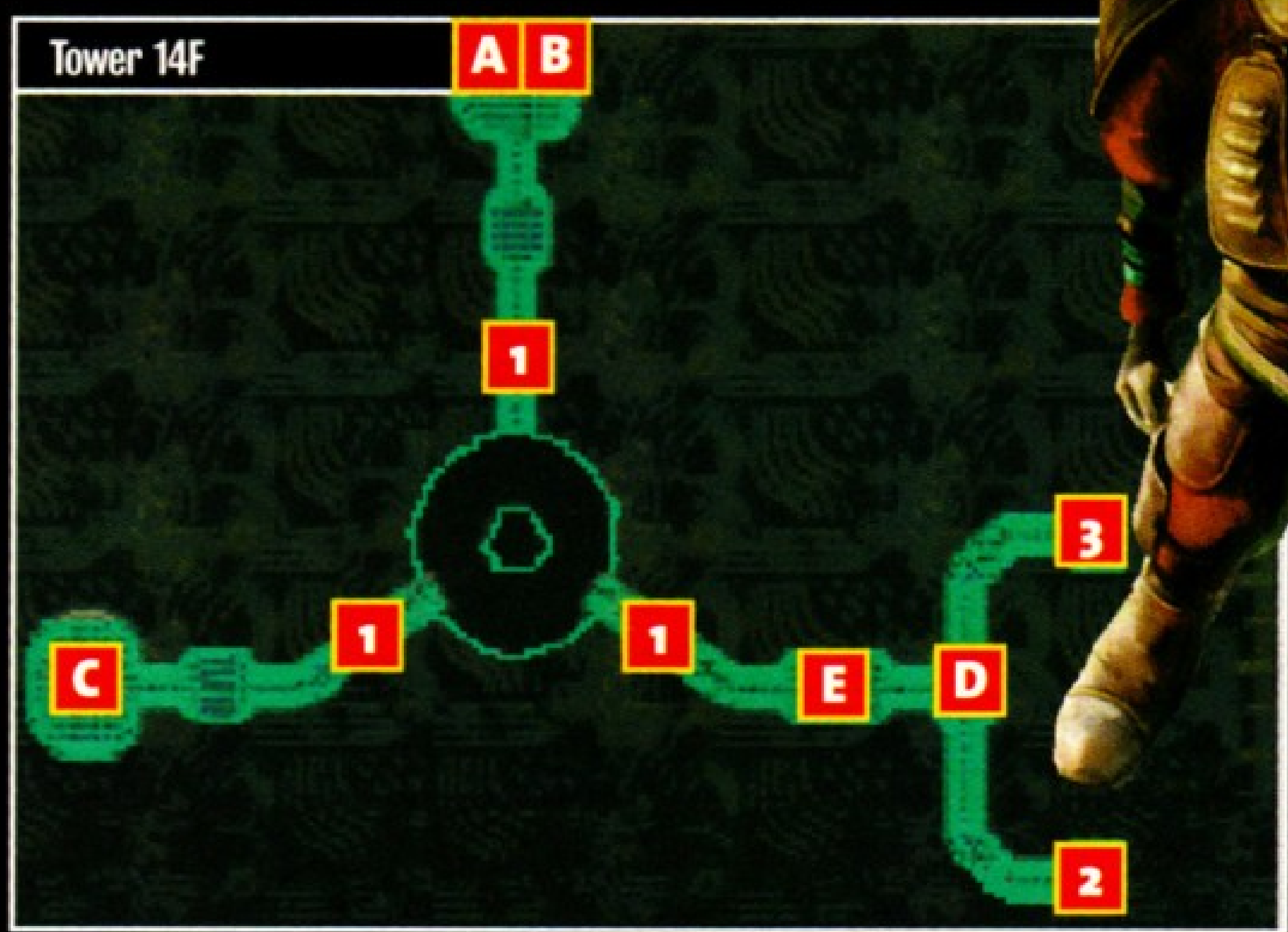
TOWER 15F

1 Down to 14F East
A Rotor Pile #1 Access

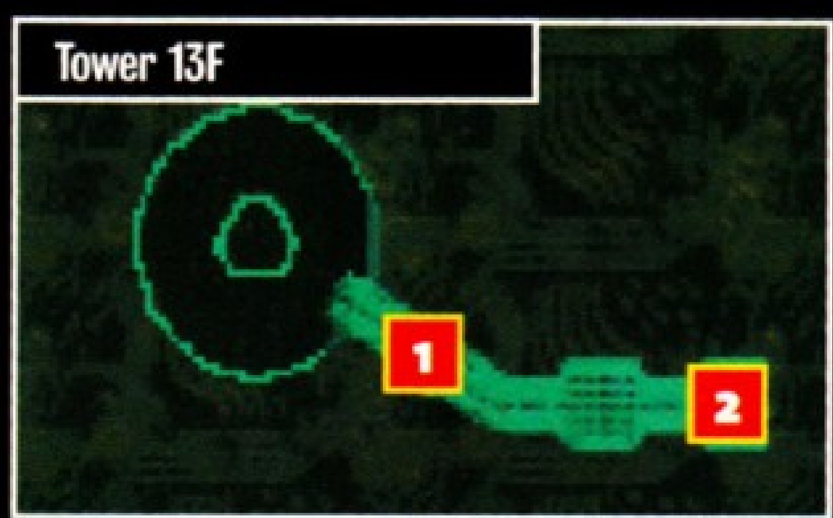


TOWER 14F

1 To Tower Upper Levels
2 Up to 15F East 1
3 Up to 15F East 2
A D-Unit 11
B D-Unit 12
C Rotor Pile #2 Access
D Berserk Maxis
E Elixir Maxis







The Forest level is absolutely unbelievable to behold - just look at those visuals!

TOWER 13F

1 To Tower Upper Levels
2 To 12F

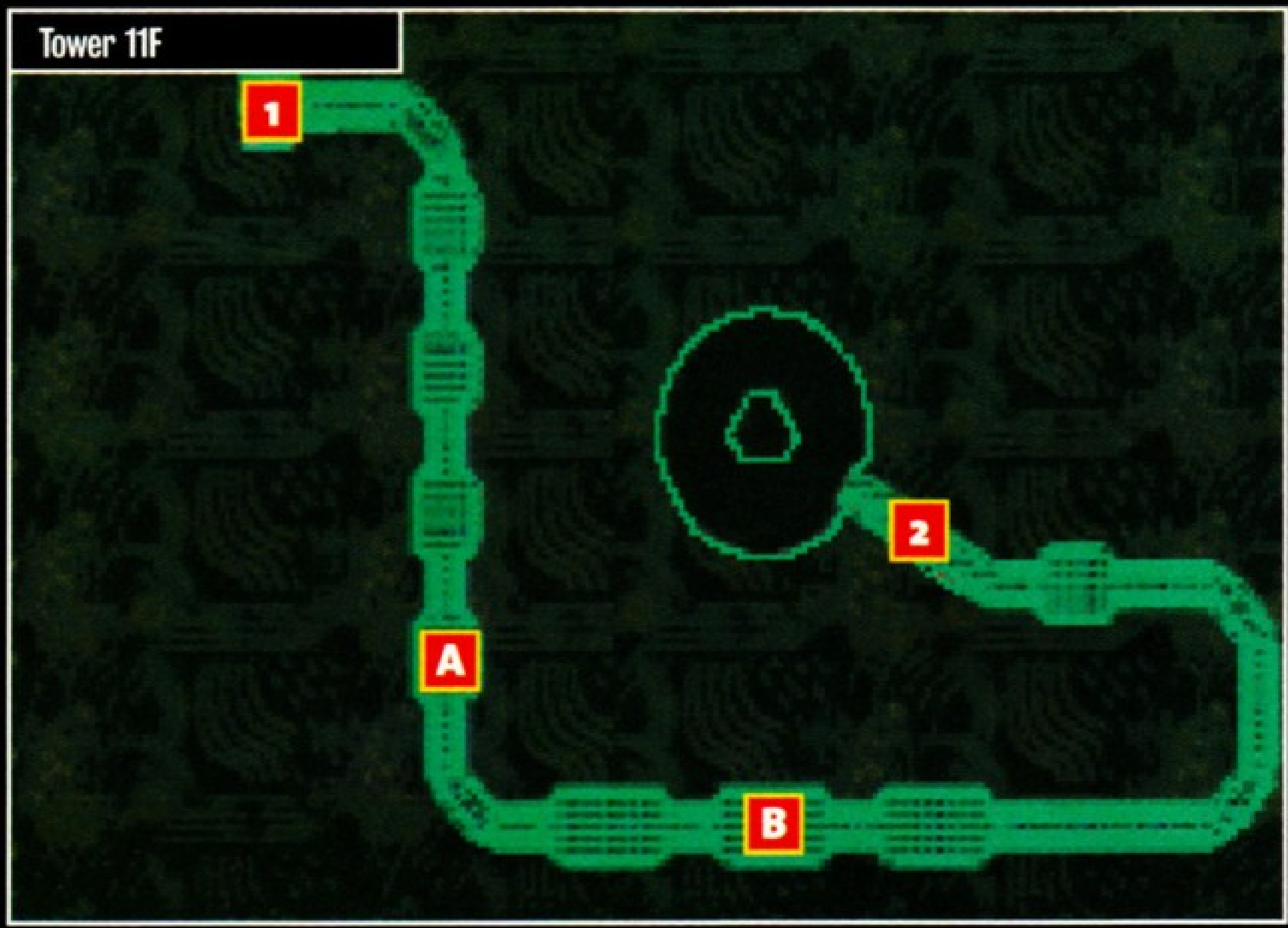




TOWER 12F
1 To Hangar #2
2 To 13F
A Twin Guardian Boss



These are the generators you need to take out in order to destroy the plants above!



TOWER 11F
1 To 9F East Passage
2 to Hangar #2
A Sentinel
B Deactivate Alarms



Once you get to the Forest level, fly north and find an entrance to the undergrowth - you need to complete this before returning to the surface to take on the plants...

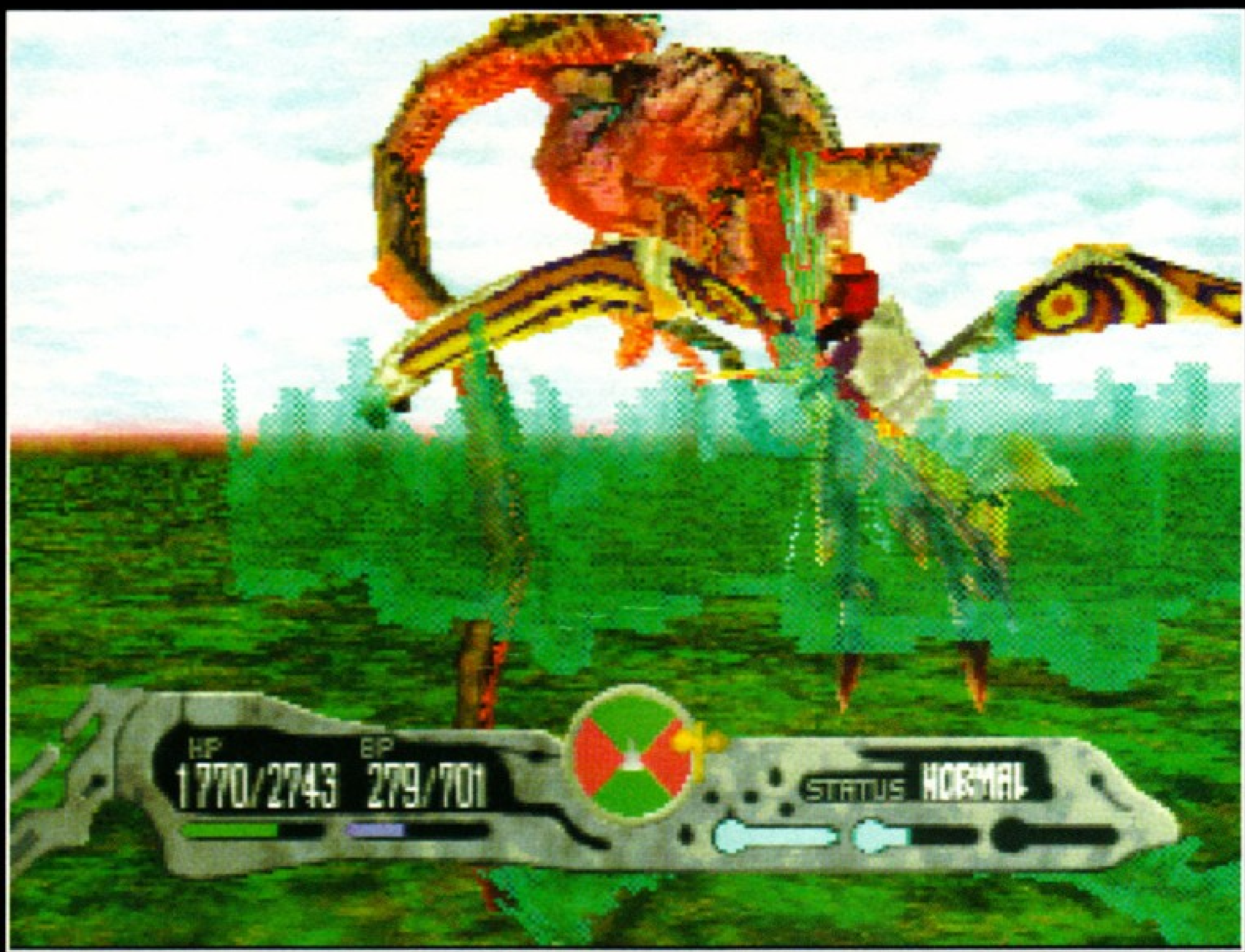
RETURN TO URU

After Grig Orig is taken out, head back to the Seekers' Stronghold. You discover that Azel has made good with her legs and left the settlement. Have a quick word with Gash then head on back to the Underground Ruins of Uru. Azel is lurking at B2F North - just north of the Underground Dome in the section we looted earlier in fact. With Azel in tow, return to the Seekers Stronghold and speak with the character directly in front of you. After the FMV exposition, you're supposed to go off to the Tower, but first of all, look for the white stalks on the upper forest and third desert stages. One on each level reveals a special fruit - the desert one allows you to cruise at whatever speed you want by using the left shoulder button. The second allows you access to the fourth speed setting by accelerating and using the right shoulder button! There is more to discover underneath the forest to the north, but it's not worth going after until you have all 12 D-Units! So it's off to the Tower we go!

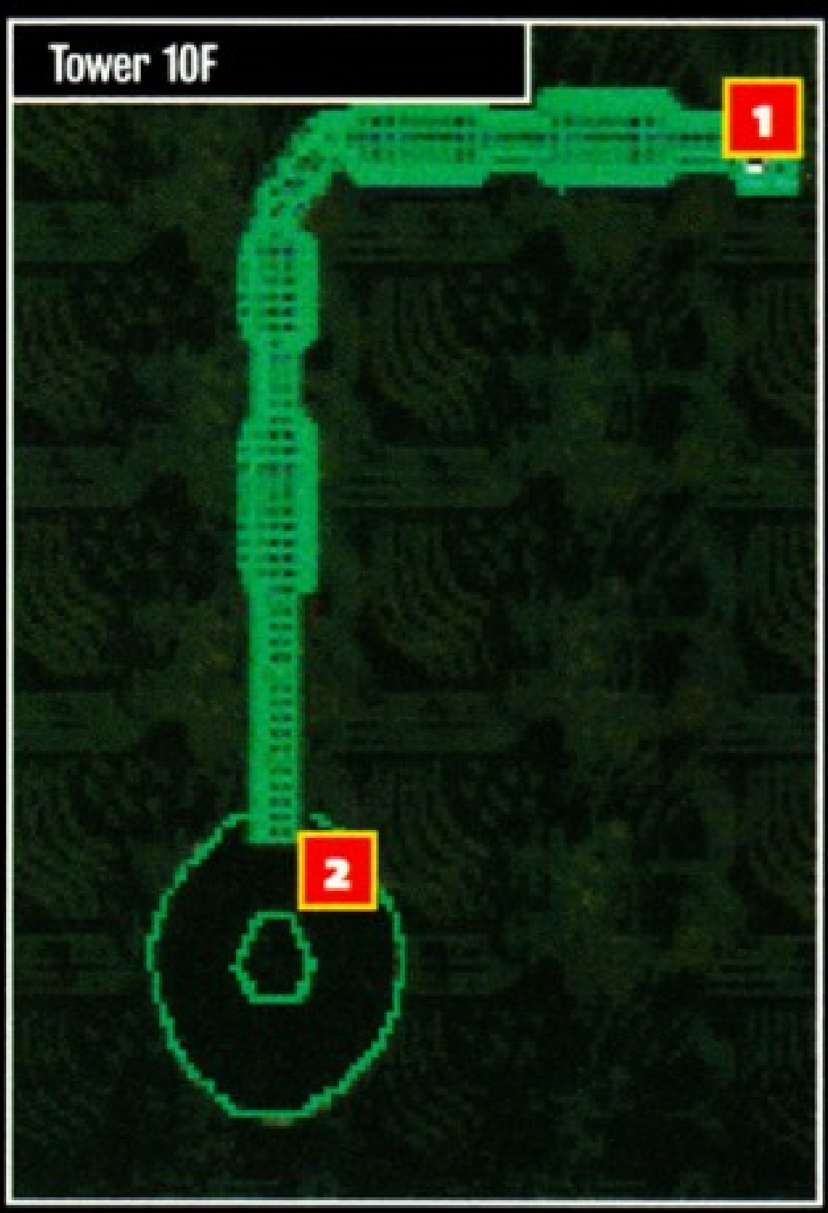




With the generator down (left), the plants above suffer huge damage...



If you haven't taken down the energisers at the roots of the plants, you're in BIG trouble.



TOWER 10F
1 To 8F
2 To Tower Middle Floors



Bring down the shields and this won't be a problem.



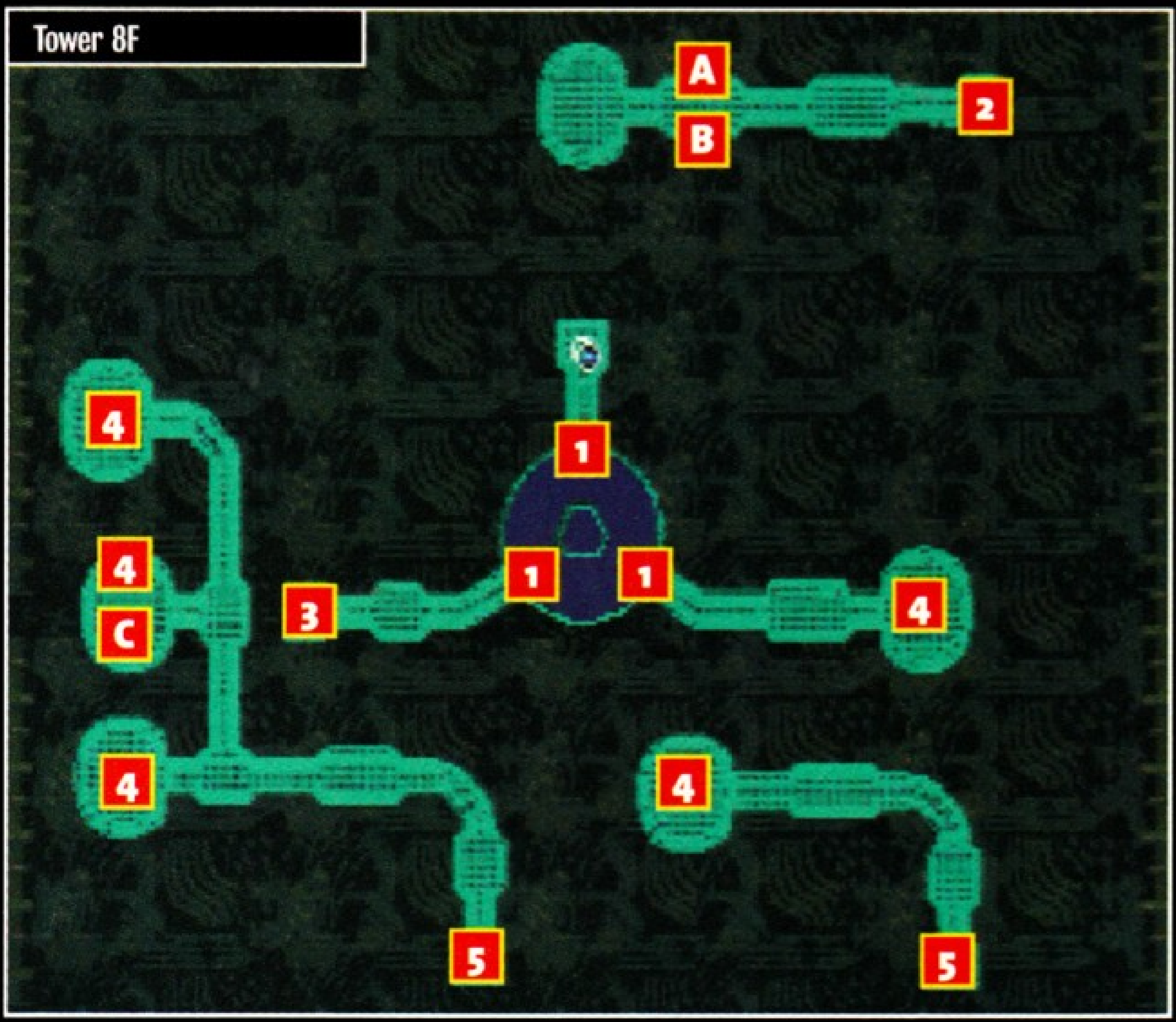


Once the Forest level is complete and the Grig Olig boss has been defeated, it's time to move on to the Tower - this is the next (and penultimate) challenge for adventurers!





TOWER 9F
1 To Tower Middle Floors
2 To 11F
3 Blast Pylons Down to 8F
4 To 8F West Passage
A Sentinel
B Gate
C Deactivate Alarm



TOWER 8F

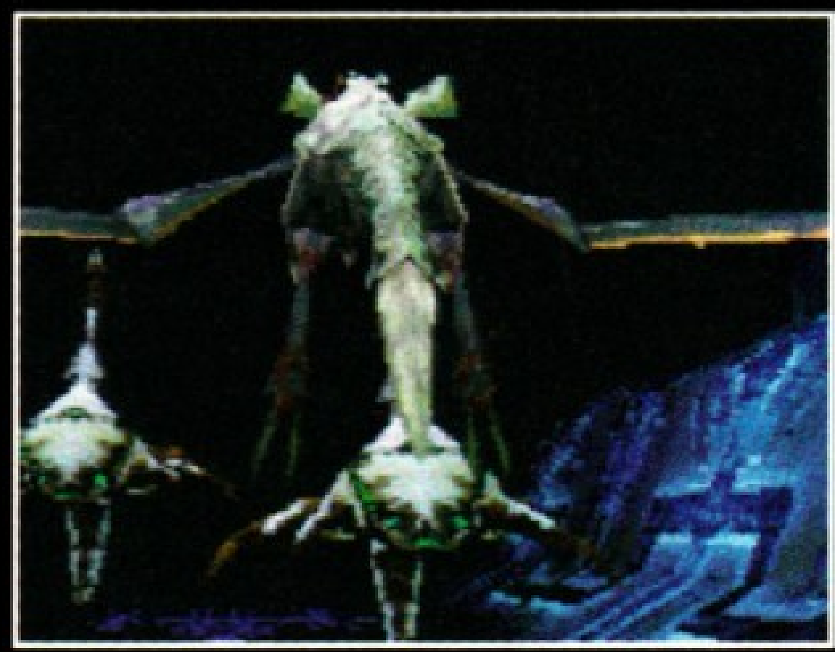
1 To Tower Middle Floors
2 To 10F
3 To 9F
4 Blast Pylons Down to 7F
5 To 7F
A Elixir Maxis
B Berserk Medis
C Full Elixir



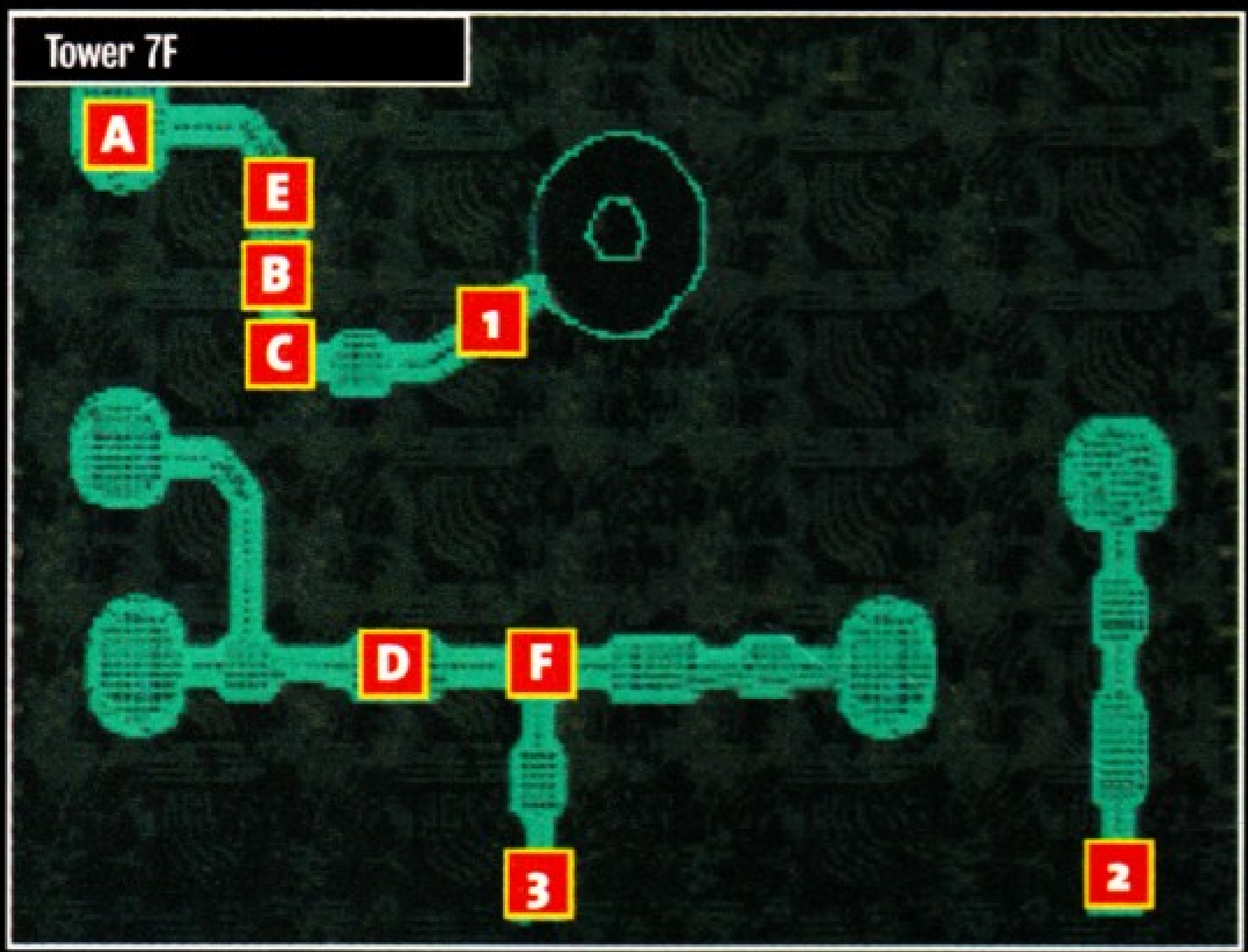


If you're unlucky enough to set off the alarms (right) you're guaranteed an unwelcome reception (left).





The Tower is a vast set of levels, set over 15 mini-levels. There are multiple routes through the Tower, meaning that you don't have to visit all of the levels if you don't want to... but you should in order to get multiple power-ups and what-have-you.



TOWER 7F

1 To Tower Middle Floors
2 To 8F East
3 To 8F West
A Rotor Pile #3 Control
B Save
C Ambrosia
D Berserk Medis
E Tri-Blast Chip
F Full Elixir





BOSS: TWIN GUARDIAN

One of these babies is indestructible. Use your scope on the twins to see which has anti-shot characteristics - that's the one that can be taken down. Nip behind it and use lock-on lasers in order to triumph. Erect shields as per before if you're after an Excellent rating.

BOSS: BATTLE DROID

This is simply a case of locating its weak spot and letting it have it. It's really simple and once again you have a guaranteed Excellent so long as you erect shields.

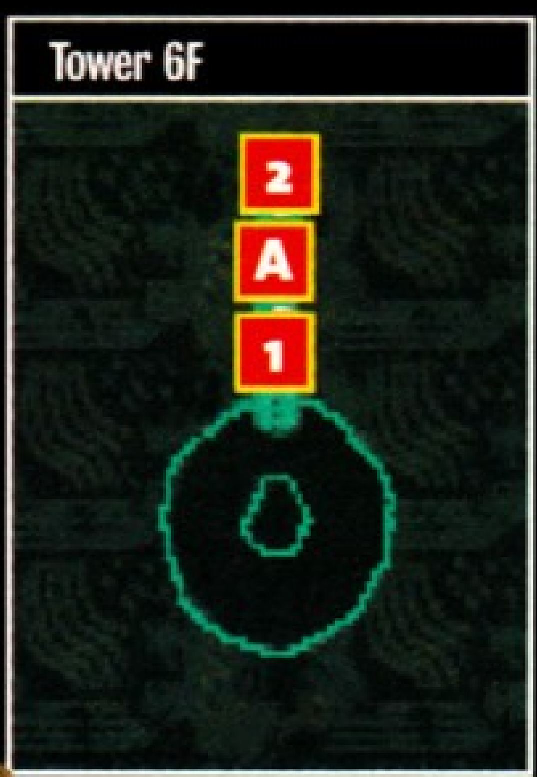
BOSSES: THE ANTI-DRAGONS

Morph your dragon so as to give yourself maximum defence and maximum spirituality - this makes you harder to kill and gives you more powerful berserker attacks that require less BP to use. These guys shouuldn't be too much of an effort to despatch. Repeated use of the Berserker Barrage takes out most of the dragons in record time. No problem. For the dragon that morphs into a spiritual configuration, erect a shield or two and repeat the process.

BOSS: SESTREN

Once the anti-dragons are out of the way, heal up and then do battle with Sestren. This boss attacks in two incarnations. In the first, the key to success is to stay in the green area on the map, charging up your bars and then dipping into the red to attack the orbiting dragon, which is the boss's weak point. Shields are useless at this point, as the Through the Heart attack destroys your defence. Once Sestren morphs, shields are once again on the cards. Employ the use of the Dragon Phoenix to inflict maximum damage in the shortest time. And that's it. That's Panzer Dragoon Saga. Good night!





TOWER 6F

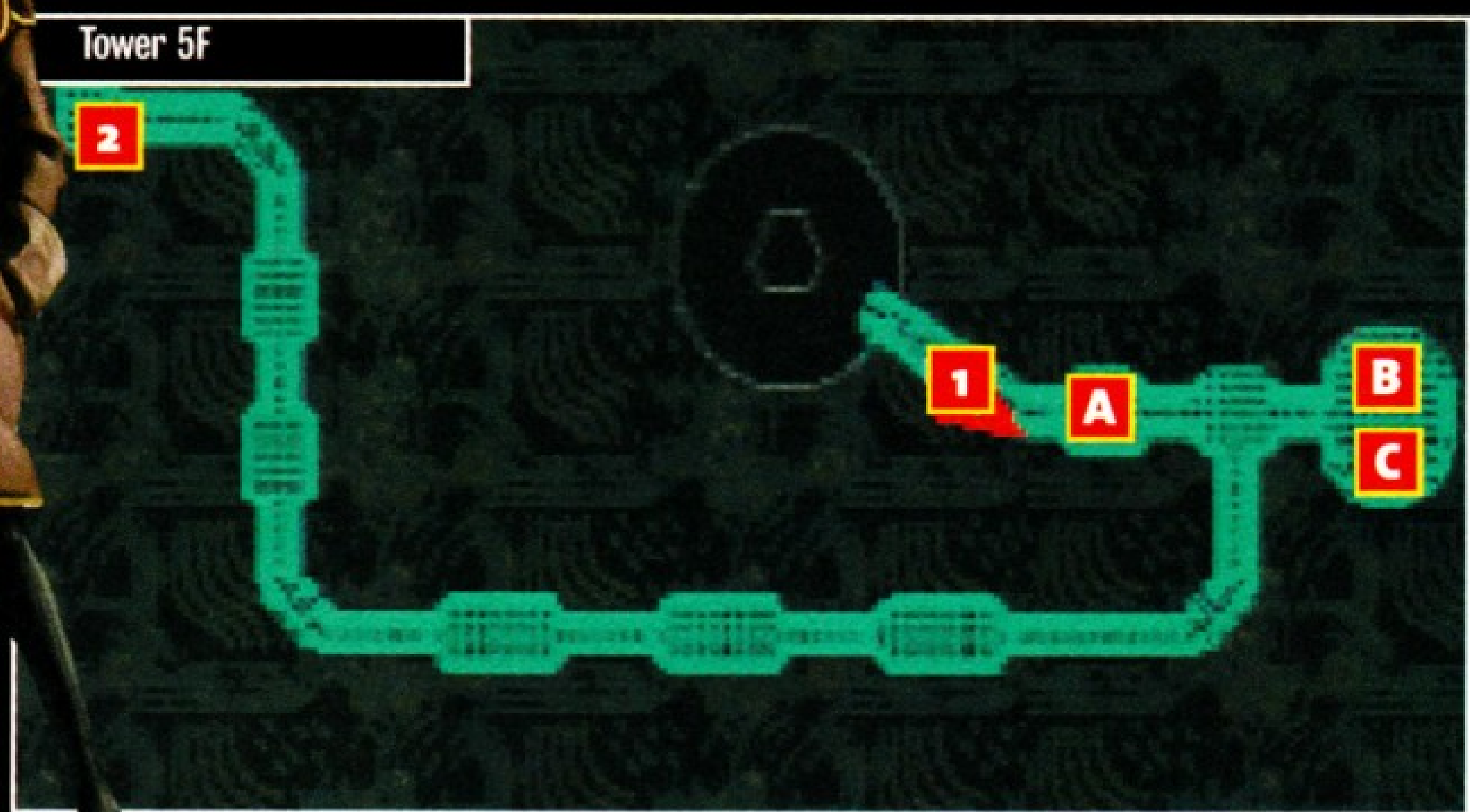
1 To Hangar #1
2 To 5F
A Boss: Battle Droid

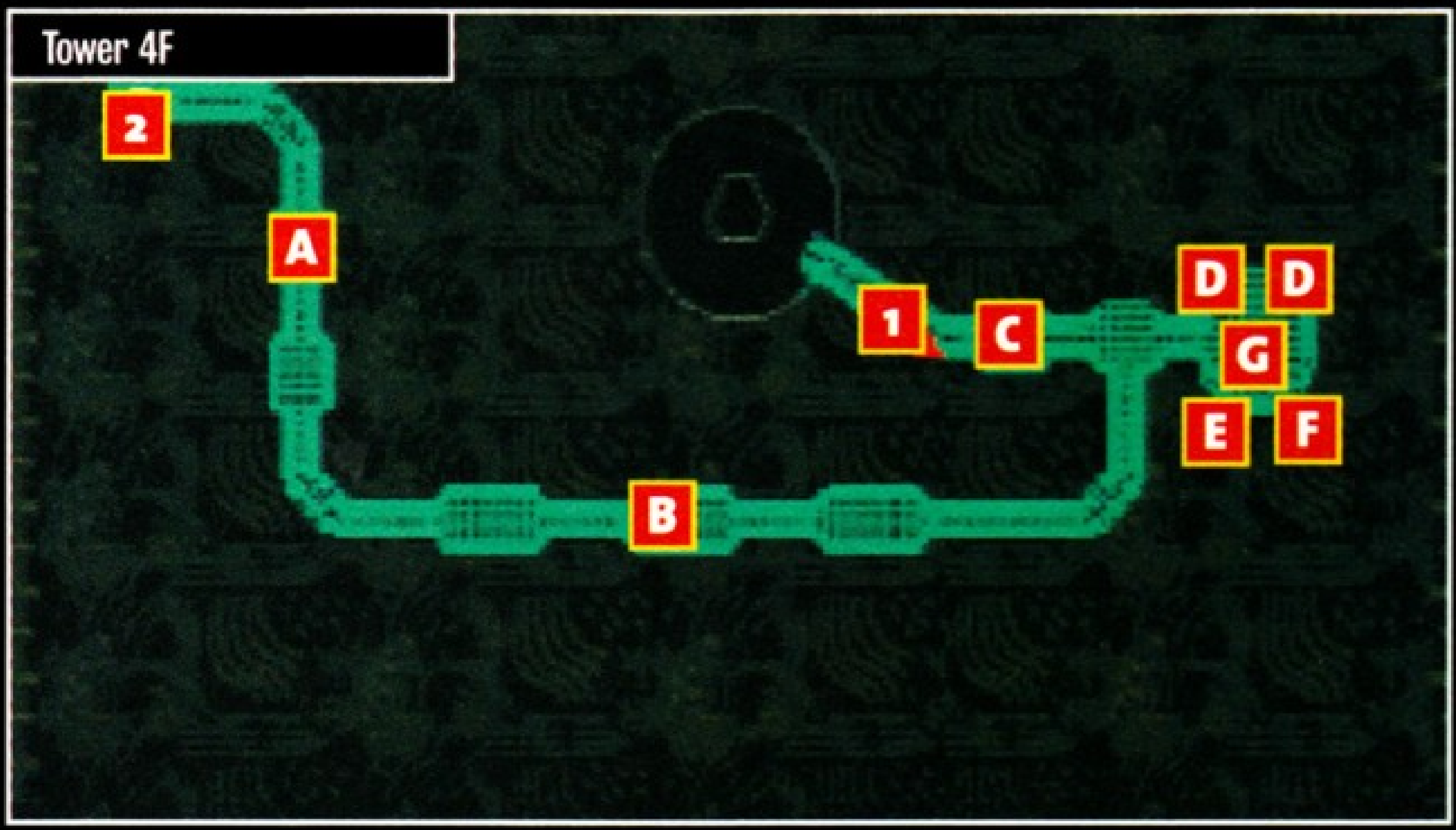
Make sure you search out the deactivation device if you manage to set off the alarms... or you're in trouble!

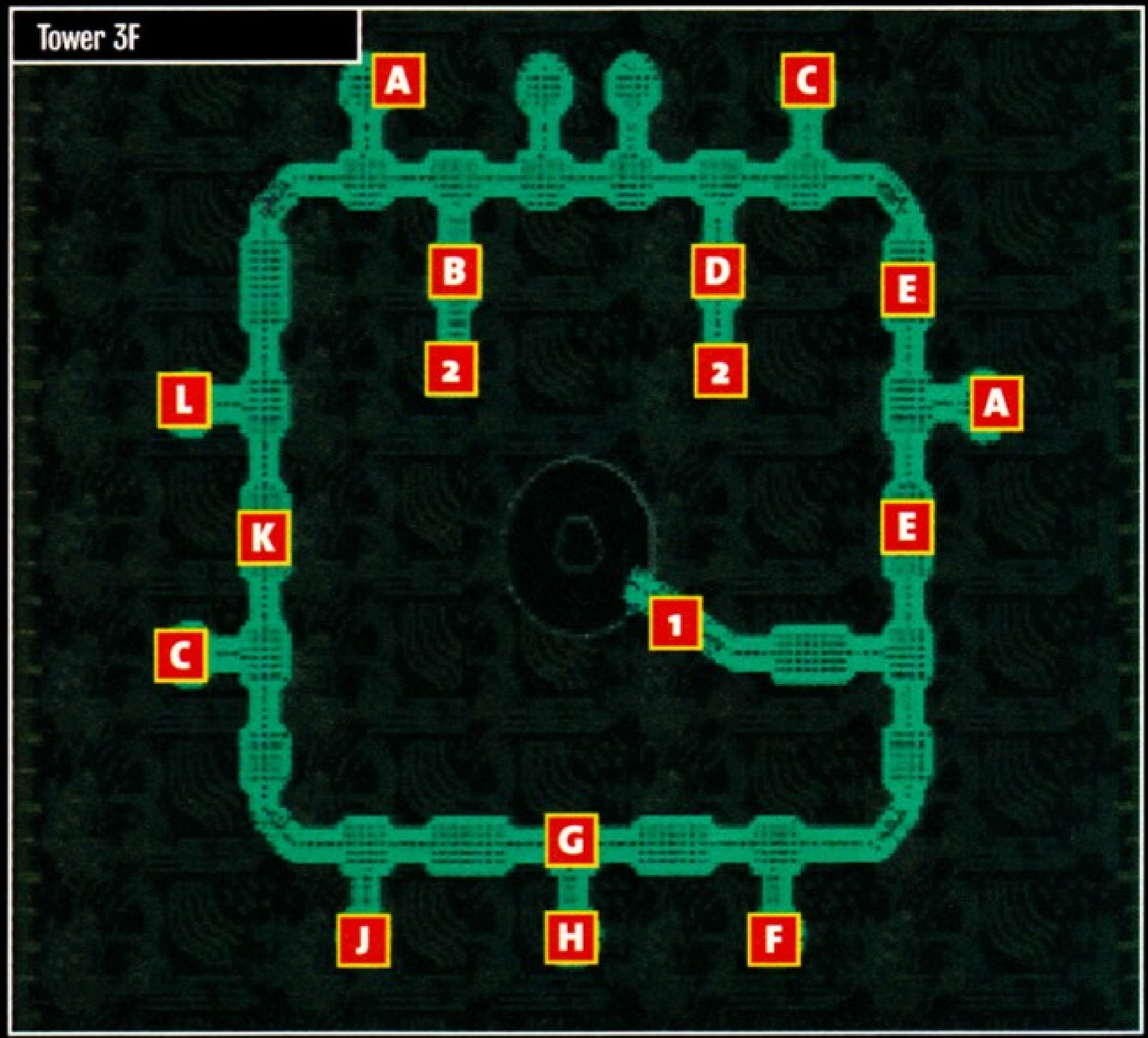


TOWER 5F

1 To Hangar #1
2 To 4F
A Sentinel
B Full Elixir
C Berserk Maxis







TOWER 4F

1 To Tower Bottom Floors
2 To 5F
A Field Map
B Deactivate Alarms
C Sentinel
D Revive
E Antidote
F Anesthetic
G Rotor Pile #4 Control

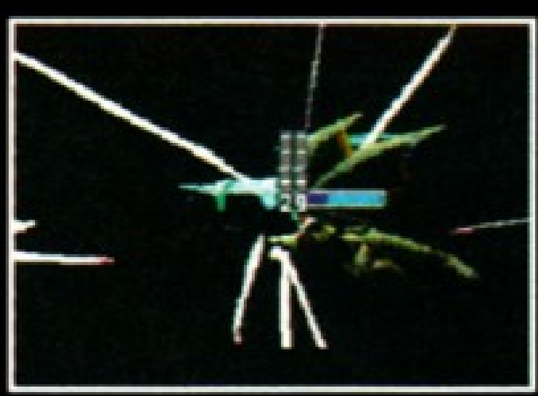


Craymen's Elite Guard is small fry compared to the horr

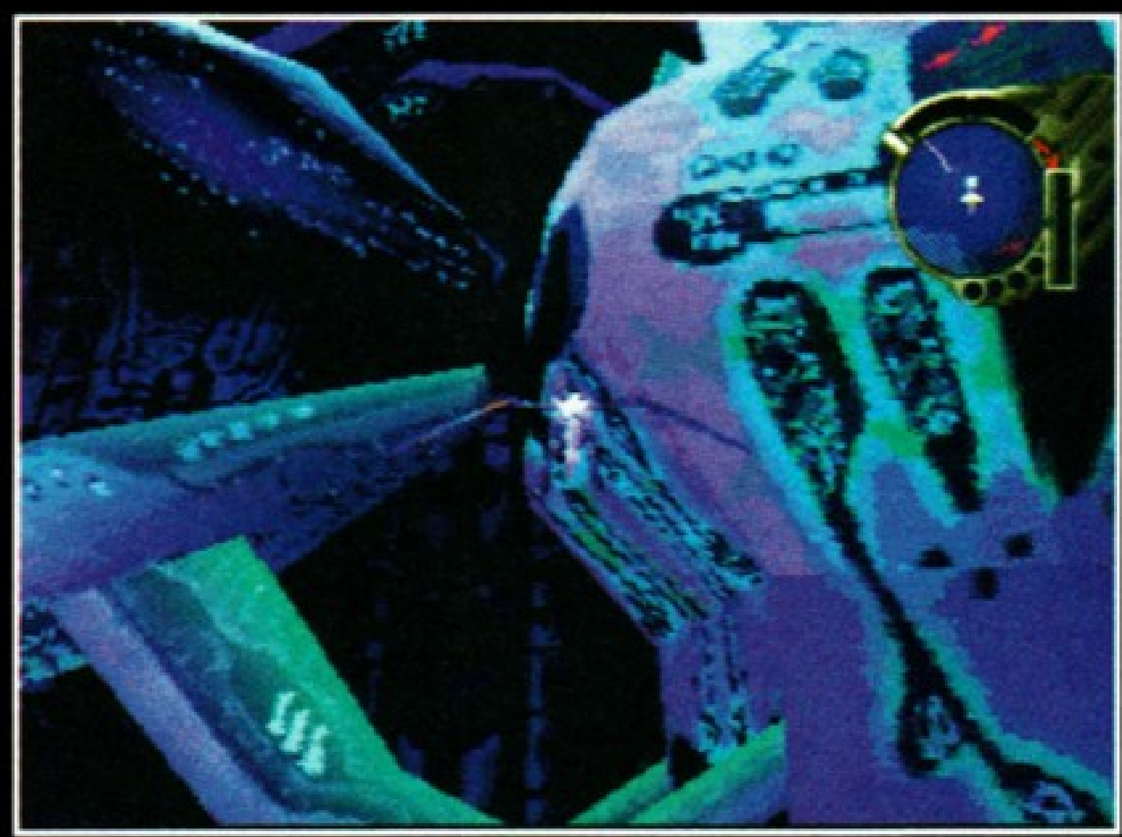


Spectacular special effects are the hallmark of the final boss domain of Panzer Dragoon Saga - awesome!



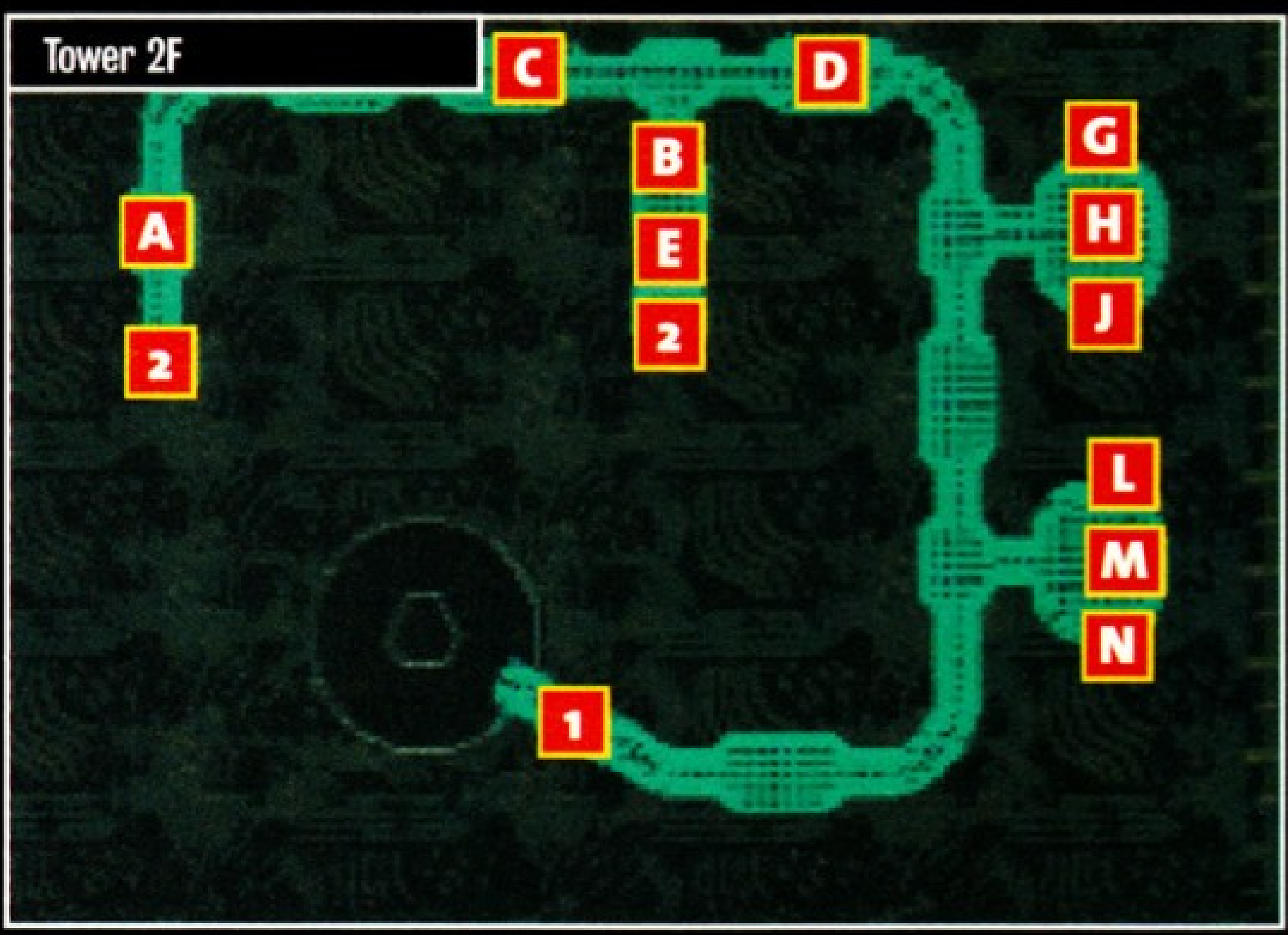


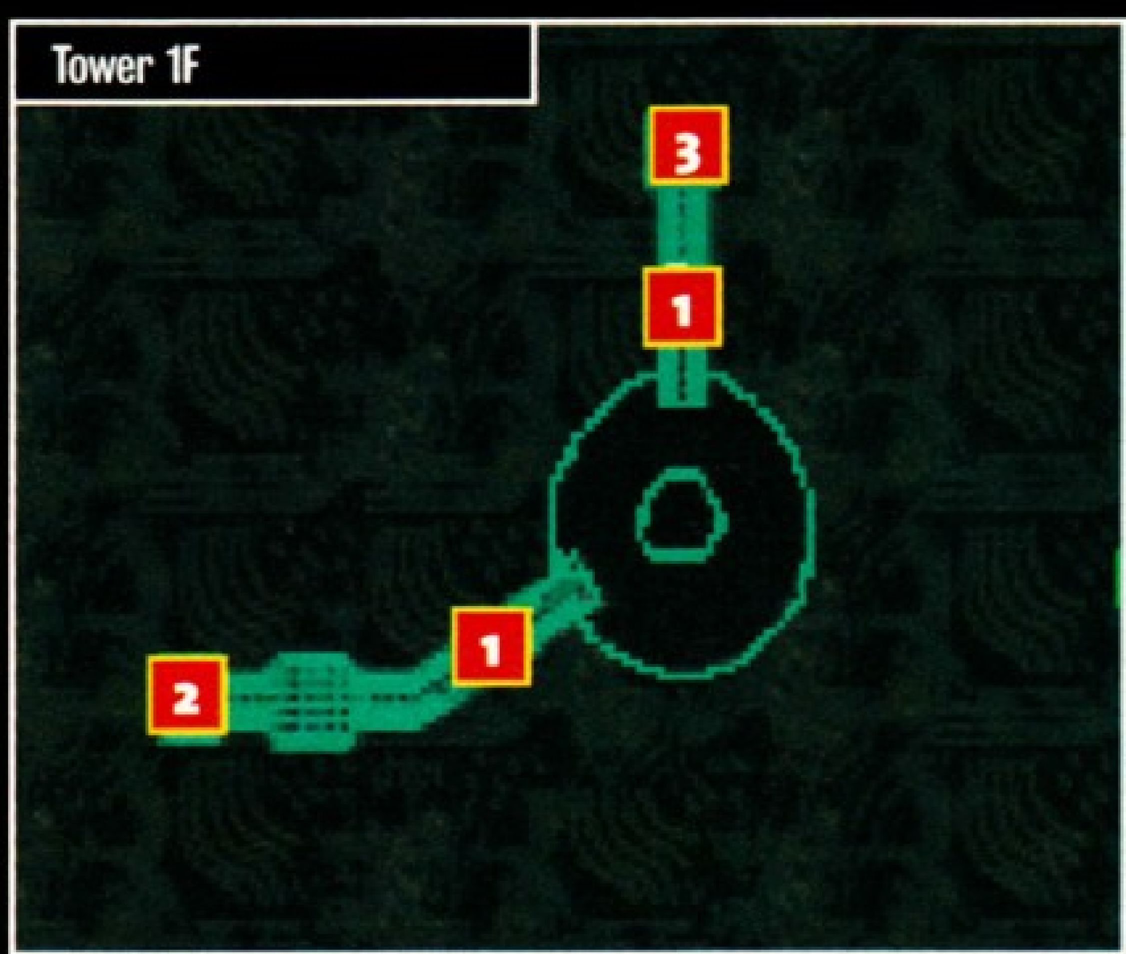
Use the Berserker Barrage on the anti-dragons for a fast kill.



TOWER 3F

1 To Tower Bottom
2 Down to 2F
A Full Elixir
B Berserk Vampire
C Tri-Blast Chip
D Rotor Pile #6 Control
E Gate
F Berserk Maxis
G Deactivate Alarms
H Flash Chip
J Elixir Maxis
K Sentinel
L Rotor Pile #5 Control









TOWER 2F

1 To Tower Bottom Floor
2 Up to 3F
A Left Gate
B Right Gate
C Full Elixir
D Deactivate Alarm
E Berserk Micro
F Speed Chip
G Shield Chip
H Release Left Gate
J Power Chip
K Sentinel
L Armour Chip
M Release Right Gate
N Speed Chip



Once you reach the very bottom of the Tower you gain access to this: the lift that takes you to Sestren - resting place of the Anti-Dragons and the final boss! Is this the toughest challenge of the game? Er... well... no.

TOWER 1F

1 To Tower Bottom Floors
2 To Tower Upper Levels
3 To Sestren







Once the game is complete, a new level appears on the map, marked "Box Game". These are a couple of mini-games based on the Panzer Saga engine. They're quite good fun.



GRANDIA

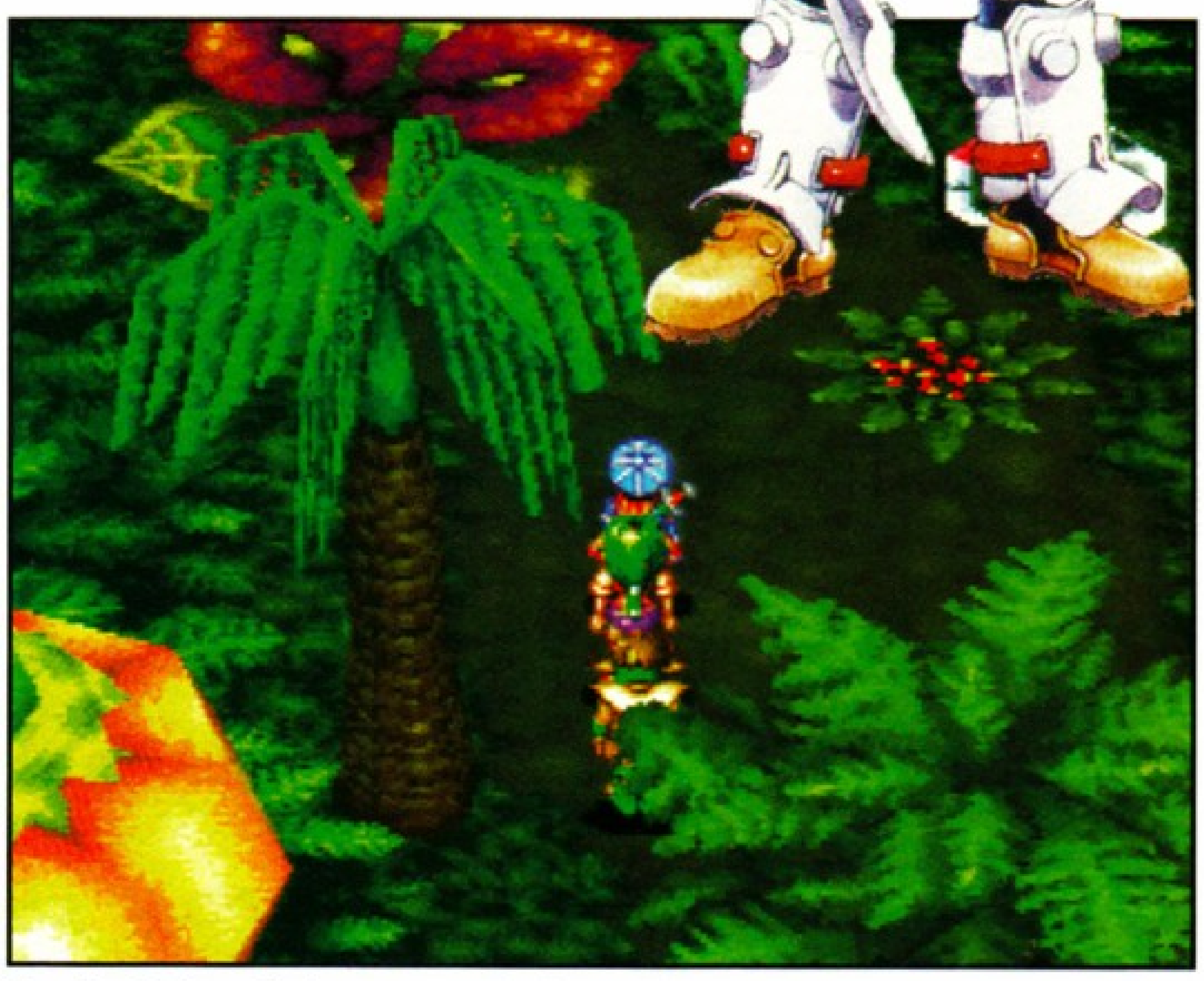
THE WALKTHROUGH PART 4

It's becoming a bit of habit, but rest assured: the end is nigh! This issue we take apart a huge section of Disc Two of the epochal RPG that is Grandia. It's a frankly unbelievable game - packed with action, intrigue and excitement... and we're not even fully sure what's going on! Hence our fine walkthrough coverage. RICH LEADBETTER is the man with the plan.

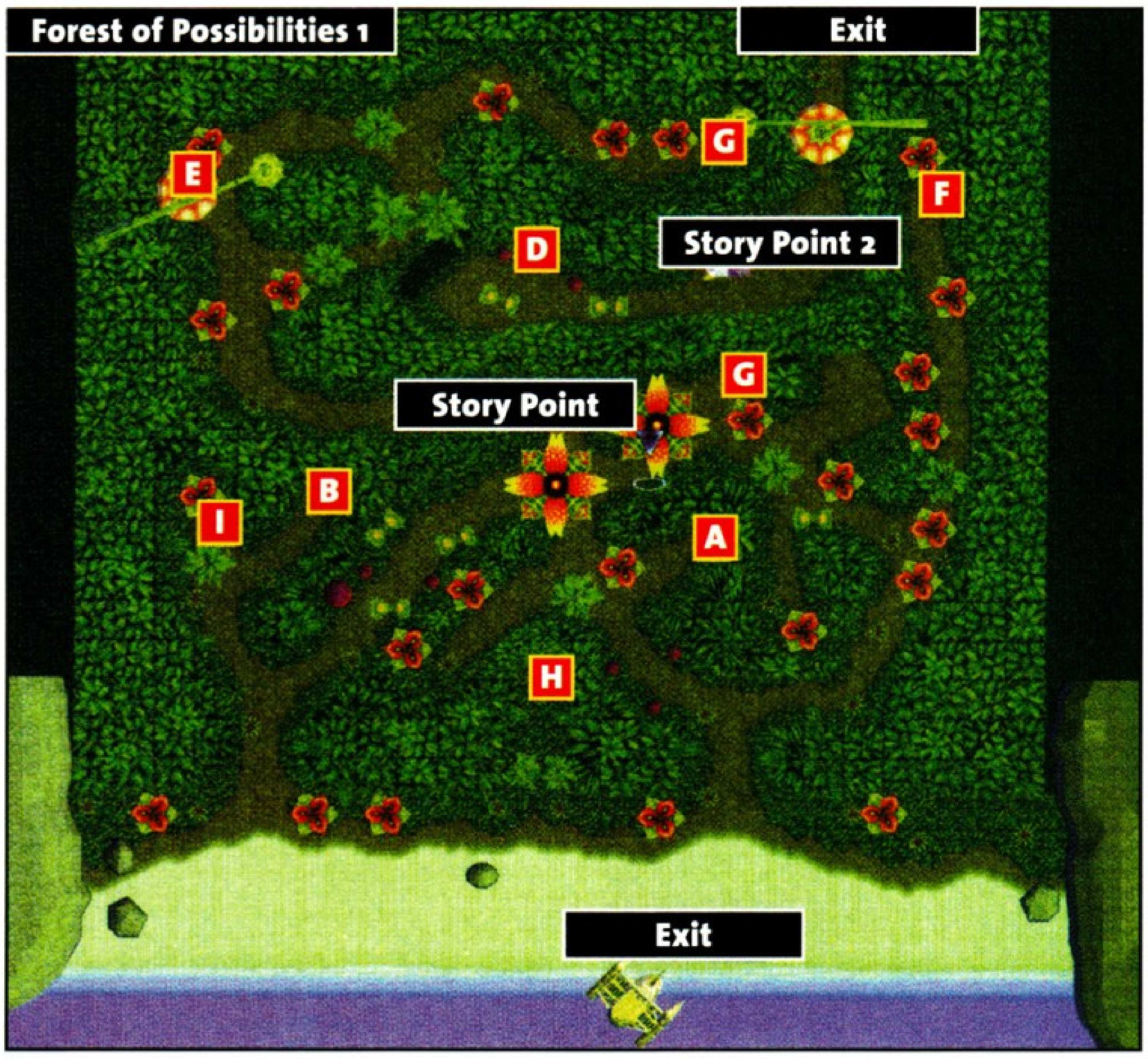
FOREST OF POSSIBILITIES

This is where things get tougher - the monsters here can turn you characters against one another and inflict huge amounts of damage. Make your way north until you meet Gid at his tent (he becomes a save point). Moving into section two, when you reach the end, the character known as Niki appears. He runs off into the next section, so follow. You meet a new character, Rapu, who arrives just in time to help you fight the tree boss. Who is quite scary. Time to kick some ass! Limit your attacks to the body, using Fina and Repu to heal up another character when the Tree Beast uses one of his specials. Now just head north on section four and you're at Kaf Town!





You shouldn't really have too much of a problem getting through the Forest of Possibilities. The various monsters pose little difficulties.





Look out for hungry monsters dropping out of the trees overhead.

FOREST OF POSSIBILITIES 1

A	190G
B	190G
C	190G
D	190G
E	190G
F	570G
G	Tolte's Whistle
H	Noronoro Herb
I	Wrath of Thunder



Okay, it's a forest. There are trees.



Justin's axe is the best weapon here.



Lizards are rare in the forest.



FOREST OF POSSIBILITIES 2

A	190G
B	190G
C	190G
D	190G
E	570G
F	Vigour Herb
G	Supply Seed
H	Water Protection Amulet
I	Resurrection Herb





Yup, that'll be another tree then.

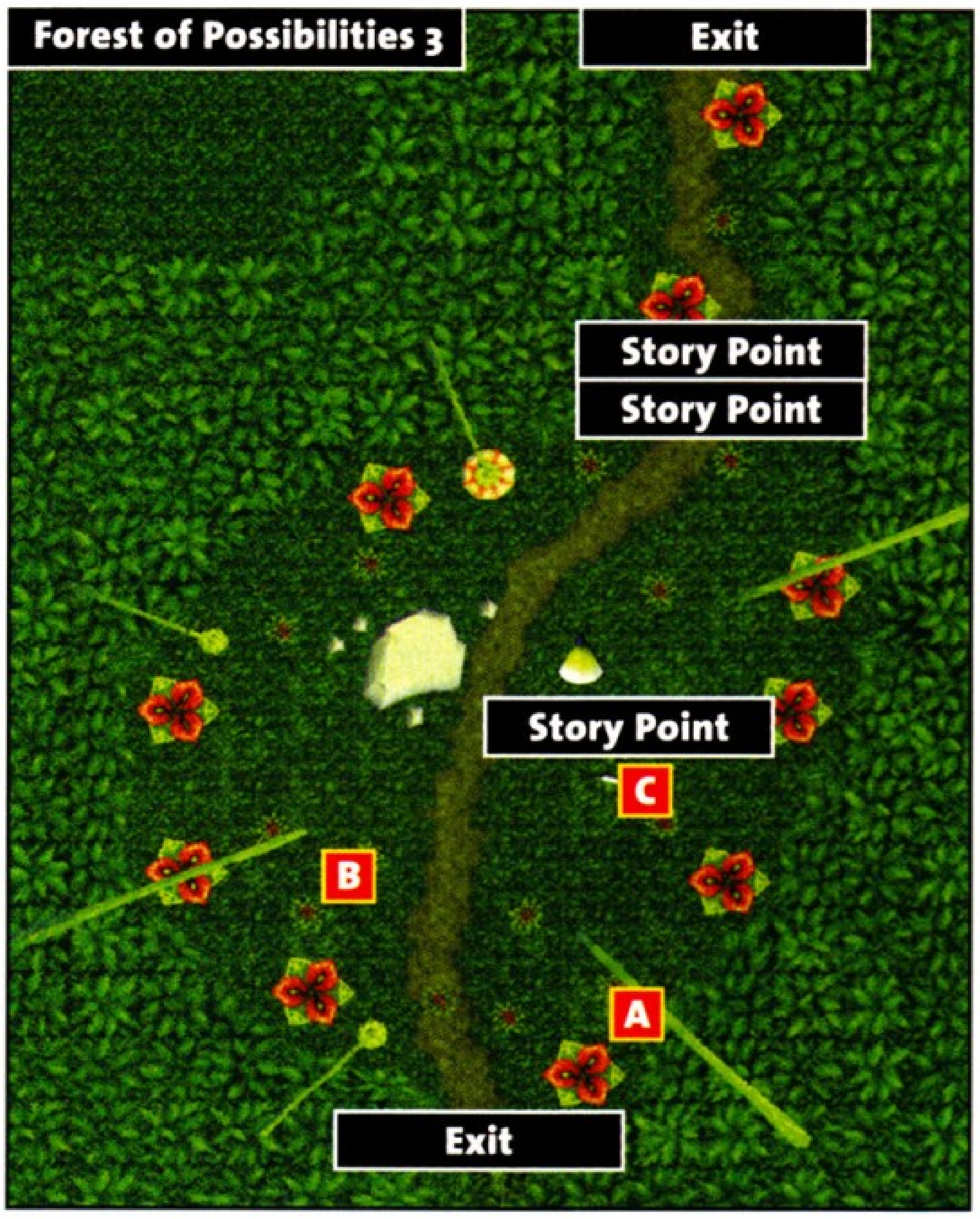




ALWAYS be on your guard!



Kill the butterflies! Ex-ter-min-ate!

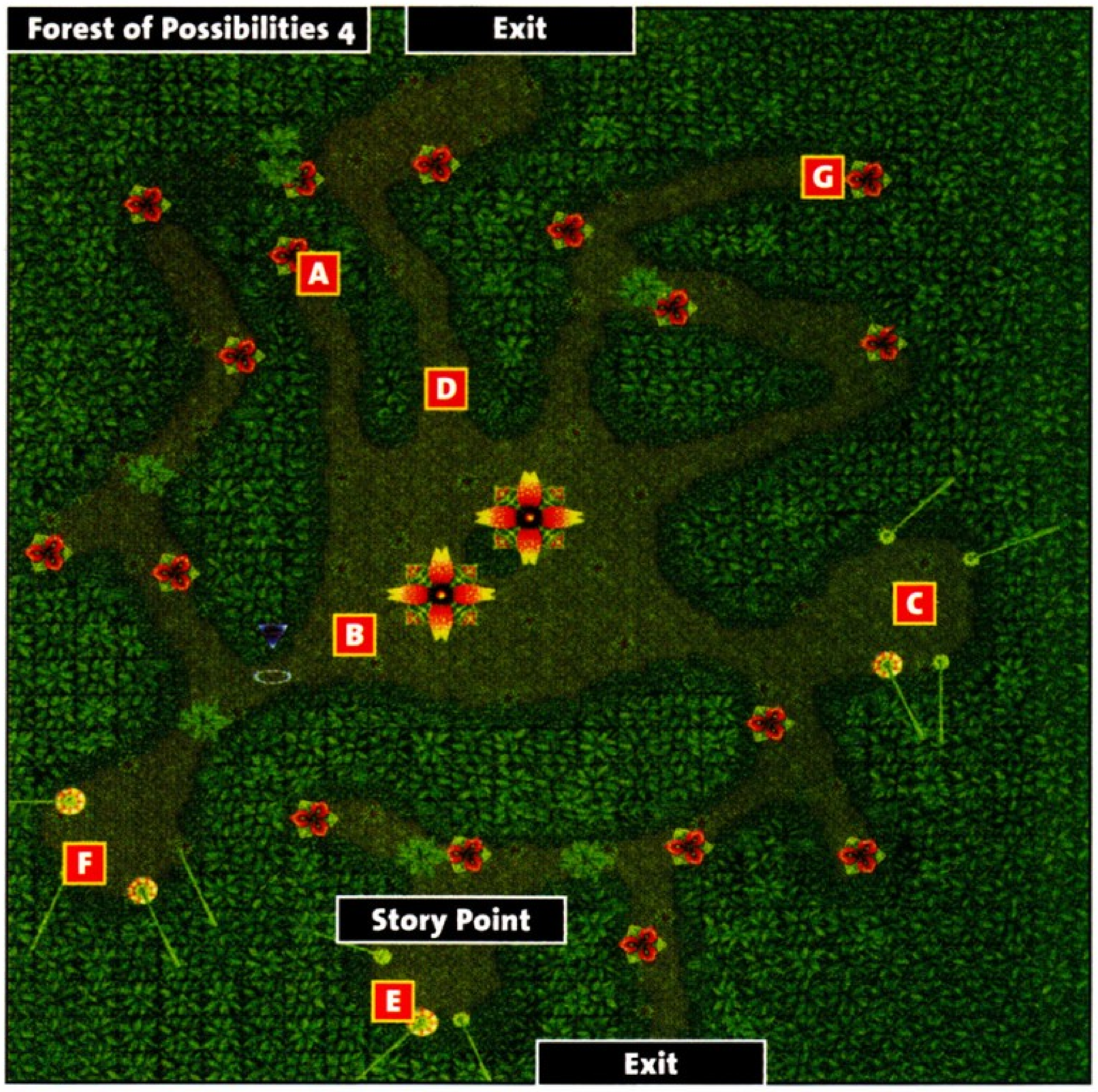


FOREST OF POSSIBILITIES 3

A	190G
B	190G
C	190G

FOREST OF POSSIBILITIES 4

A	190G
B	190G
C	190G
D	570G
E	Golden Herb
F	Magic Power Seed
G	Reef Shield





Money collection: a good thing.



Recruit this fella! He's very cool.

KAF TOWN

First thing first: you need to visit the mayor in his house in order to open up the next location. After that, go to the hotel and rest up and make sure to visit the shop. Leave town and go to the Stone Forest...

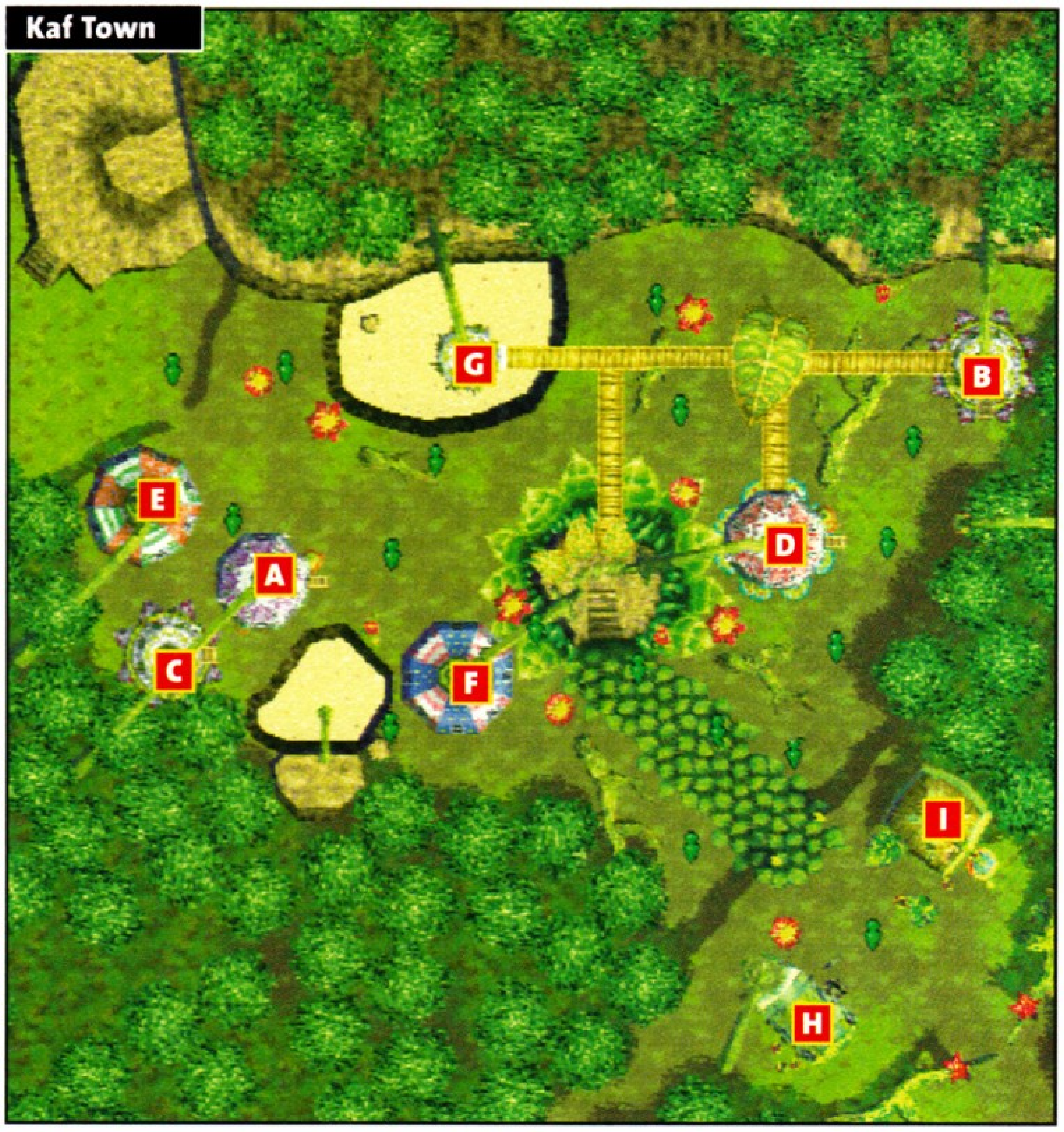


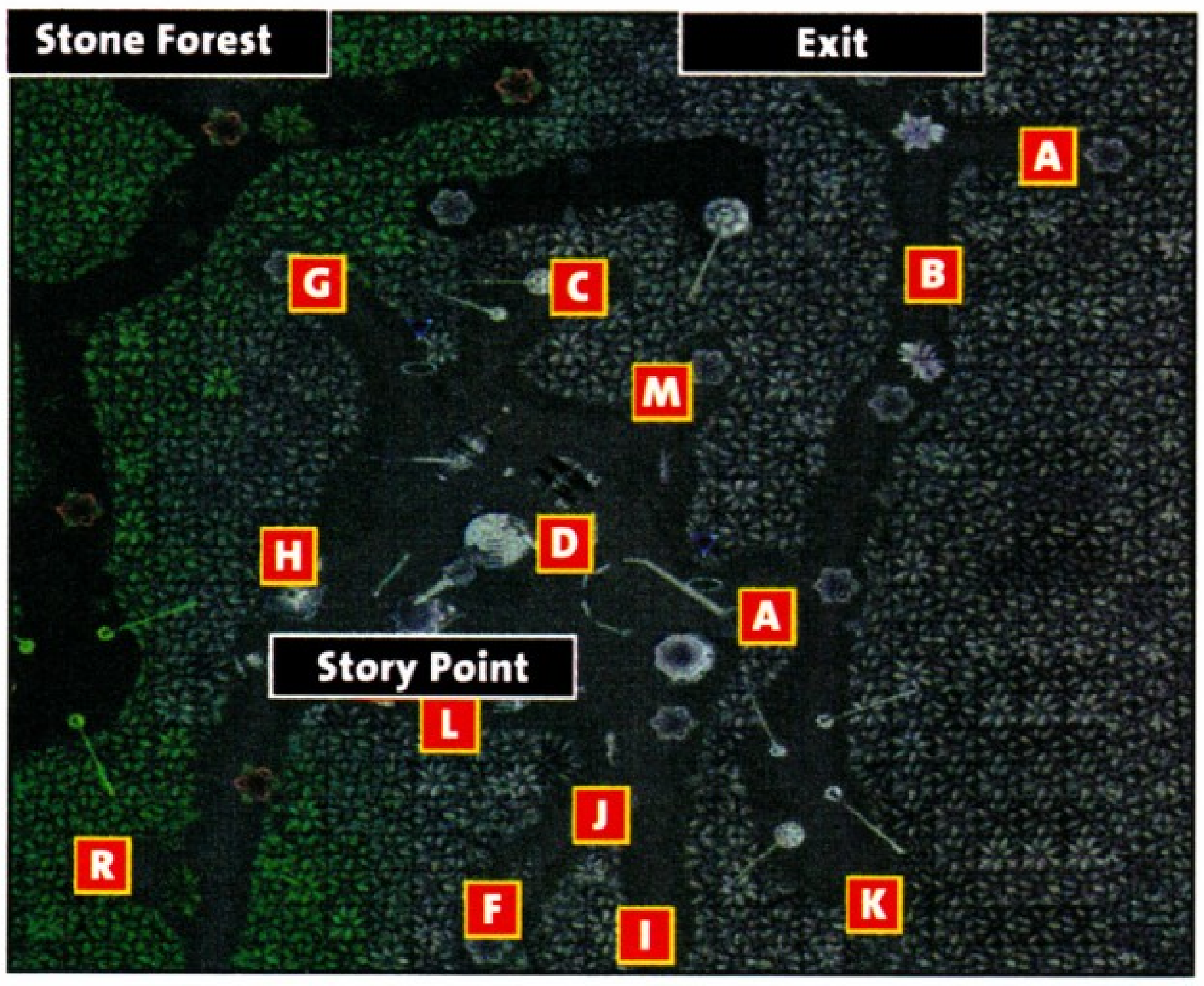


A simple level, but well worth looting!

KAF TOWN

A	House 1
B	House 2
C	House 3
D	House 4
E	House 5
F	House 6
G	Mayor's House
H	Hotel and Save Point
I	Shop





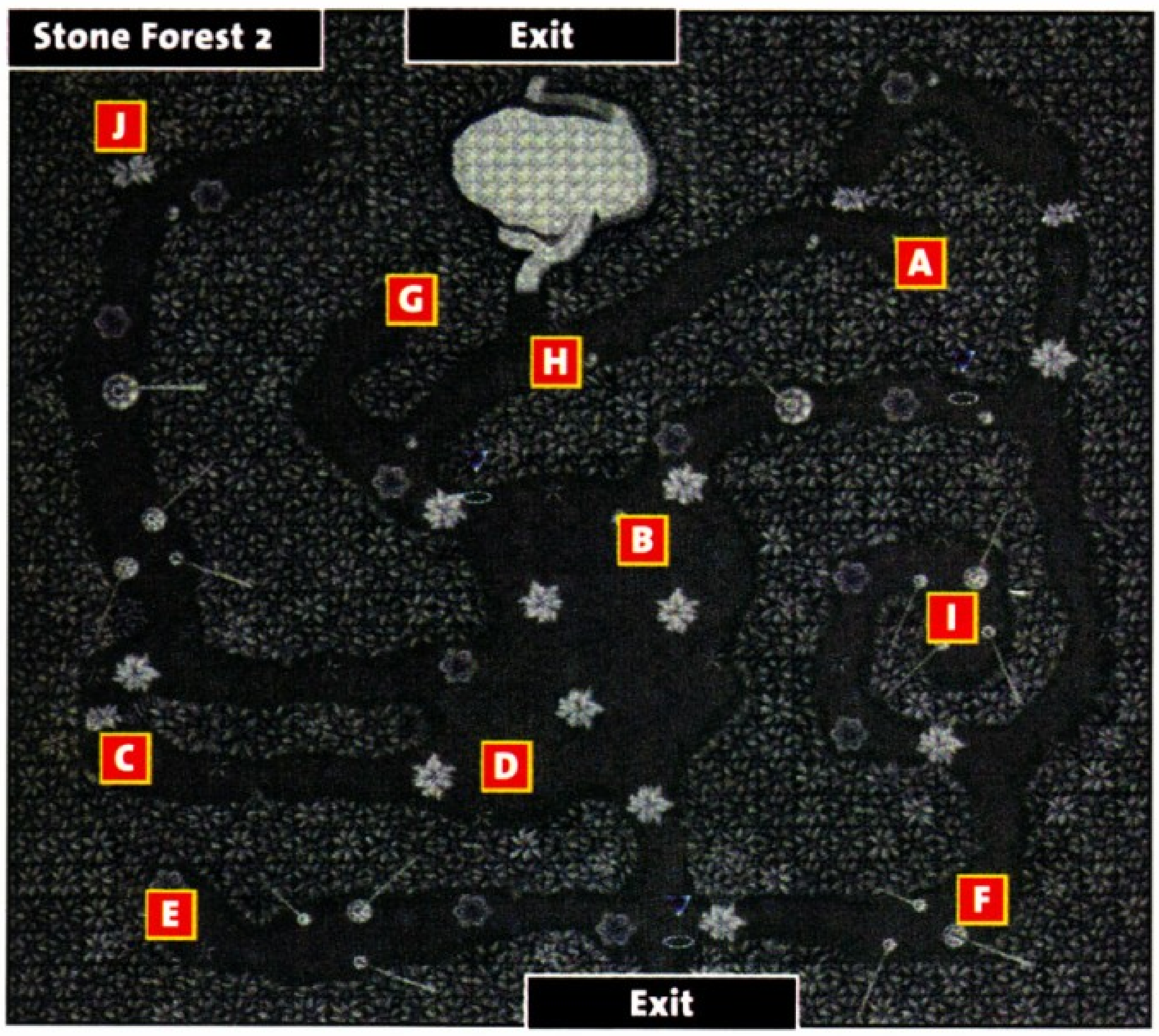
STONE FOREST

This is an eerie place, its entire population turned to stone! Justin decides to investigate further. Heading north, you'll eventually chance upon the Tower of Destruction!









STONE FOREST 1

A	200G
B	200G
C	200G
D	200G
E	200G
F	600G
G	600G
I	Soul Seed
J	Paralysis Charm
K	Mana Egg
L	Guard Seed
M	Magic Strength Seed





"Stone" me! Ahahahaha!

Ooooh.... scary stuff.

STONE FOREST 2

A	200G
B	200G
C	200G
D	600G
E	600G
F	Guard Seed
G	Paralysis Charm
H	Soul Seed
I	Magic Strength Seed
J	Mana Egg

TOWER OF DESTRUCTION

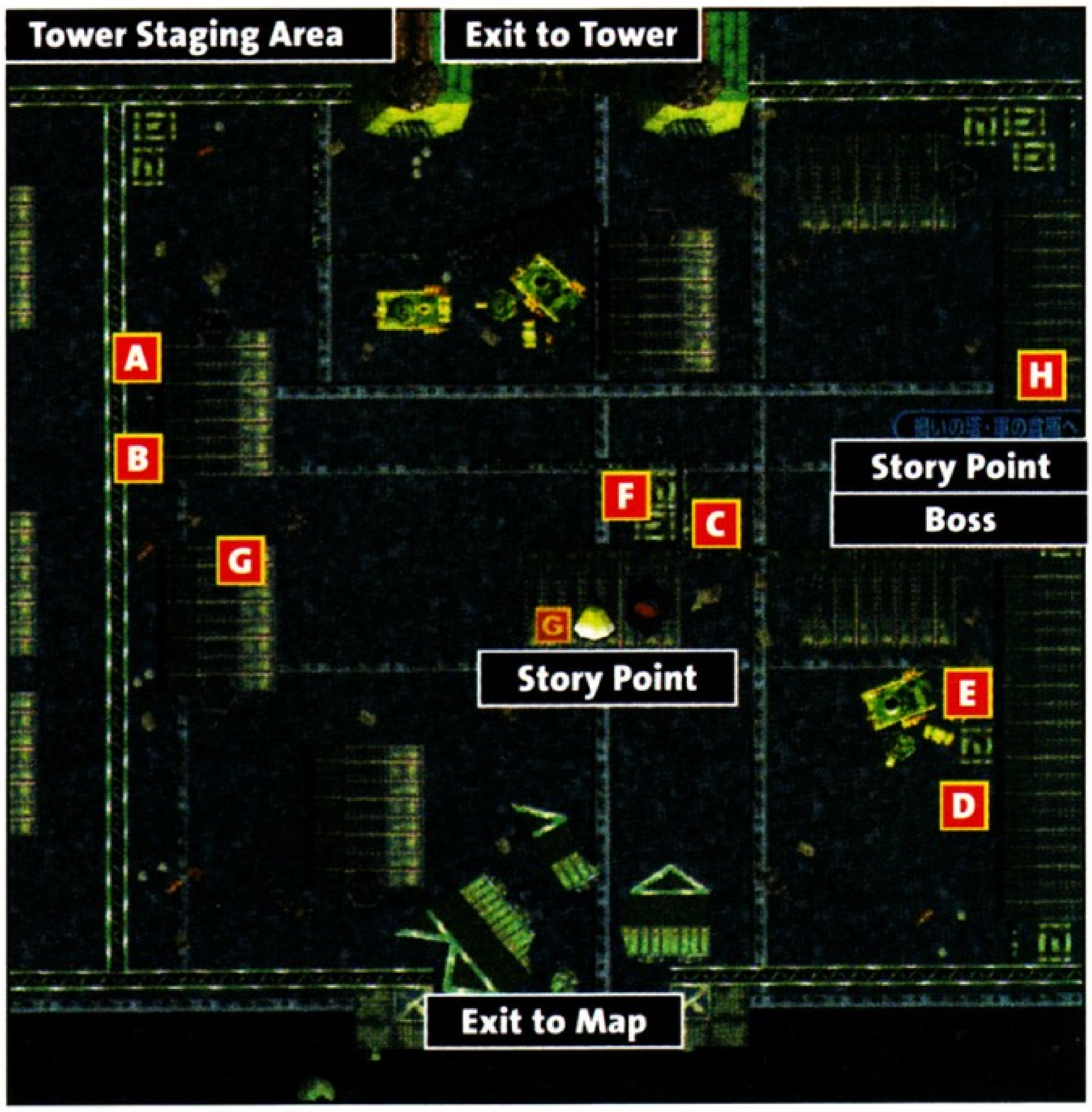
Meeting up with Marda and converting her to the cause is the first order of business, but bear in mind that once you meet her, you can't return to Kaf Town for supplies. That's why you go to the map before you enter the Staging Area - it's kind of like a last chance before you tackle the tower (stop up HEAVILY on health power-ups, you need them for the final boss). Meeting Marda, it quickly becomes clear that the only way to get her to join you is to defeat her in battle! No problem - just use Justin and Fina to heal each other in between bouts. Simple.

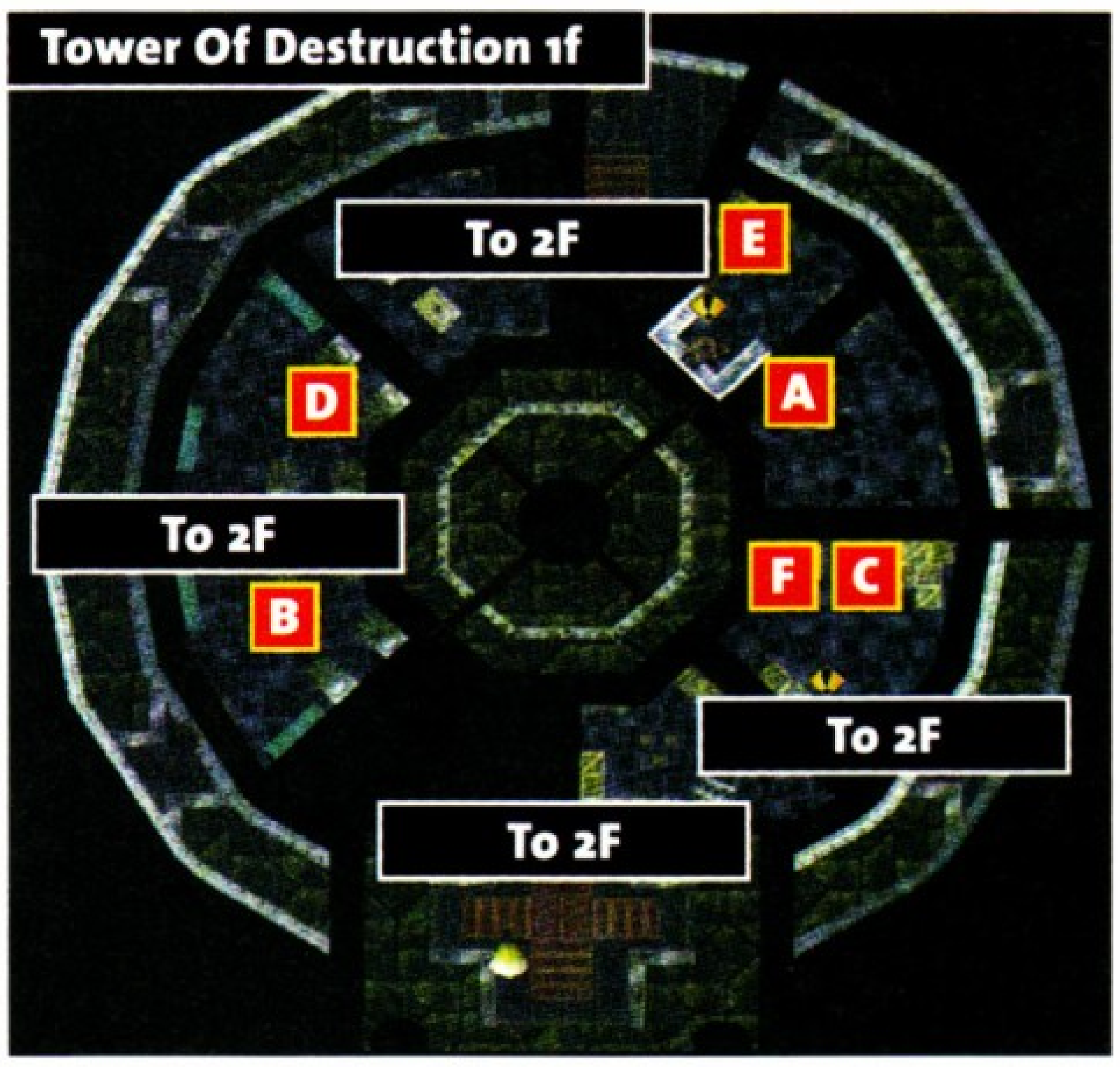
The Tower itself is a complex affair - one of those levels which has parts you can only access by going up a floor and finding another route down. Examine those maps carefully! Clue: take the left stairway to 2F, use the action point, find another way down to 1F and then use the stairs at the beginning of the stage. Then take out the Action Point to the west of 2F. Now you're clear to head to 3F! This level is fairly simple - cunning switch management is required but nothing too hard. Then you're on 4F where the Empire's creature of bio-mechanical destruction awaits! Suffice to say, you've got a fight on your hands. The biggest one of the game so far... After this is over - everyone gets turned to stone. You need to return to Kaf Town - and pronto. Once you return, you'll talk with the village leader. Stock up in the shop, then head to the hotel for some rest.

In the middle of the night the town is attacked by the empire. You need to work your way to the north west cliff of the town, fighting your way thought the troops. Once there, Lin makes good with her legs (and wings) with a village artifact and you need to give chase! Talk to the mayor then return to the hotel for a meal and kip. In the morning you talk to the mayor again and then you're en route tot the Jir desert!

TOWER STAGING AREA

A	210G
B	210G
C	210G
D	210G
3	Rescue Set
E	Flight Seed



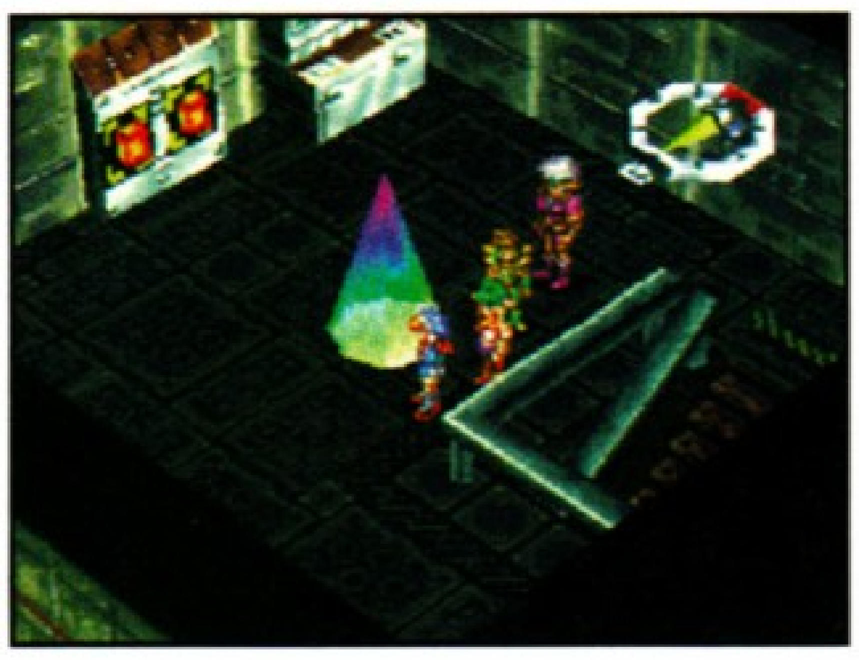


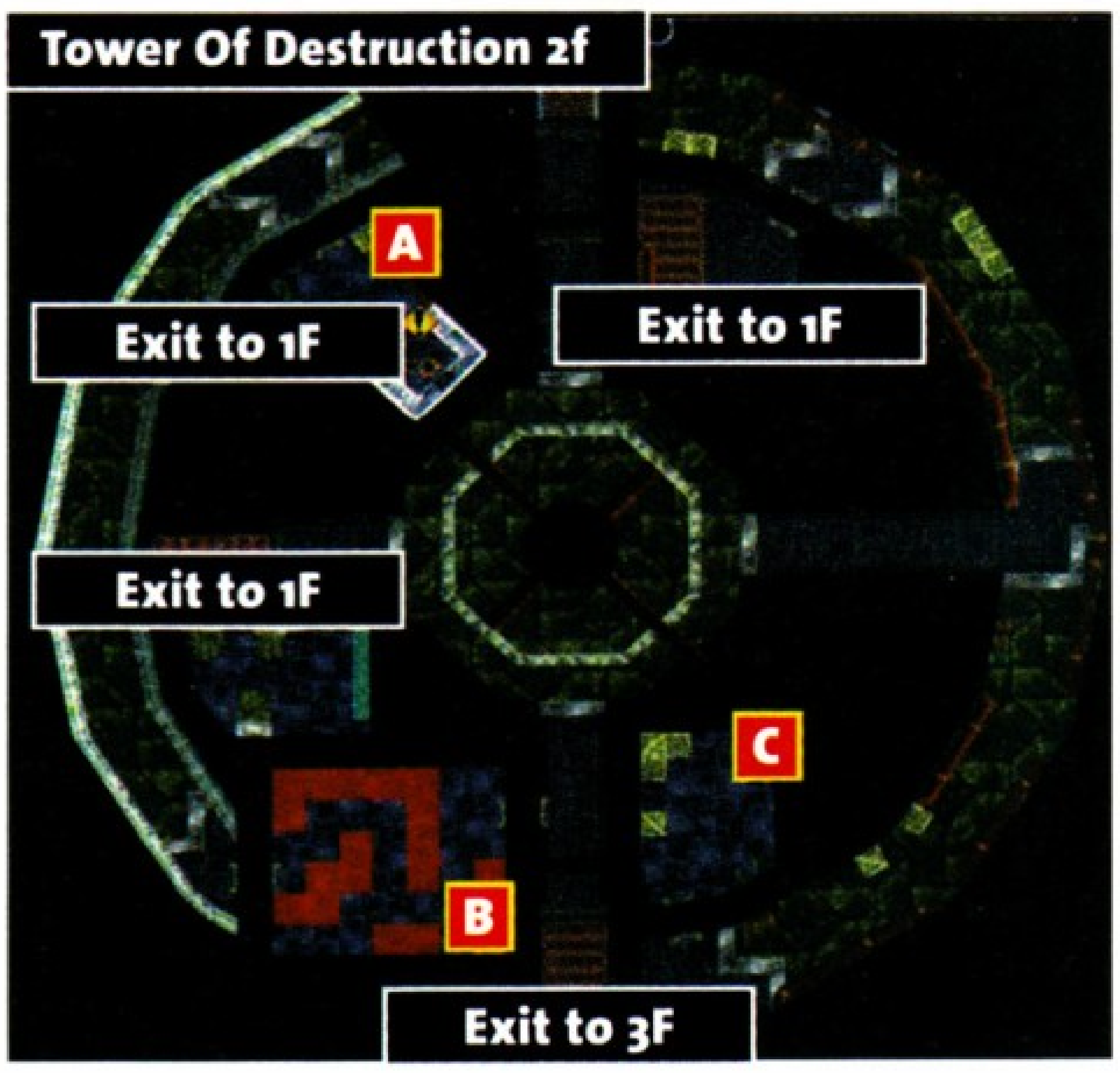


TOWER OF DESTRUCTION 2F

A	210G
B	210G
C	Home Run Hammer

The switch positioning is the toughest mental challenge in the Tower... the boss is tough!





TOWER OF DESTRUCTION 1F

A	210G
B	210G
C	210G
D	630G
E	Escape Seed
F	Walkman



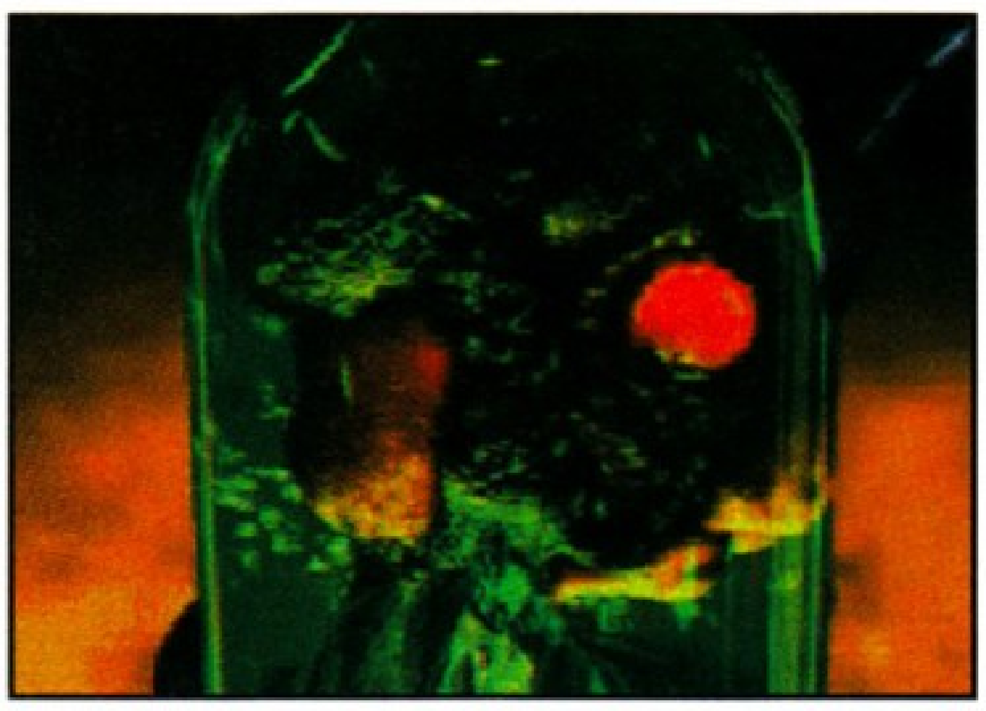
A vast amount of guards populate the tower. Easy points, my friend!



The boss pops out of here. It's the fight of your life!

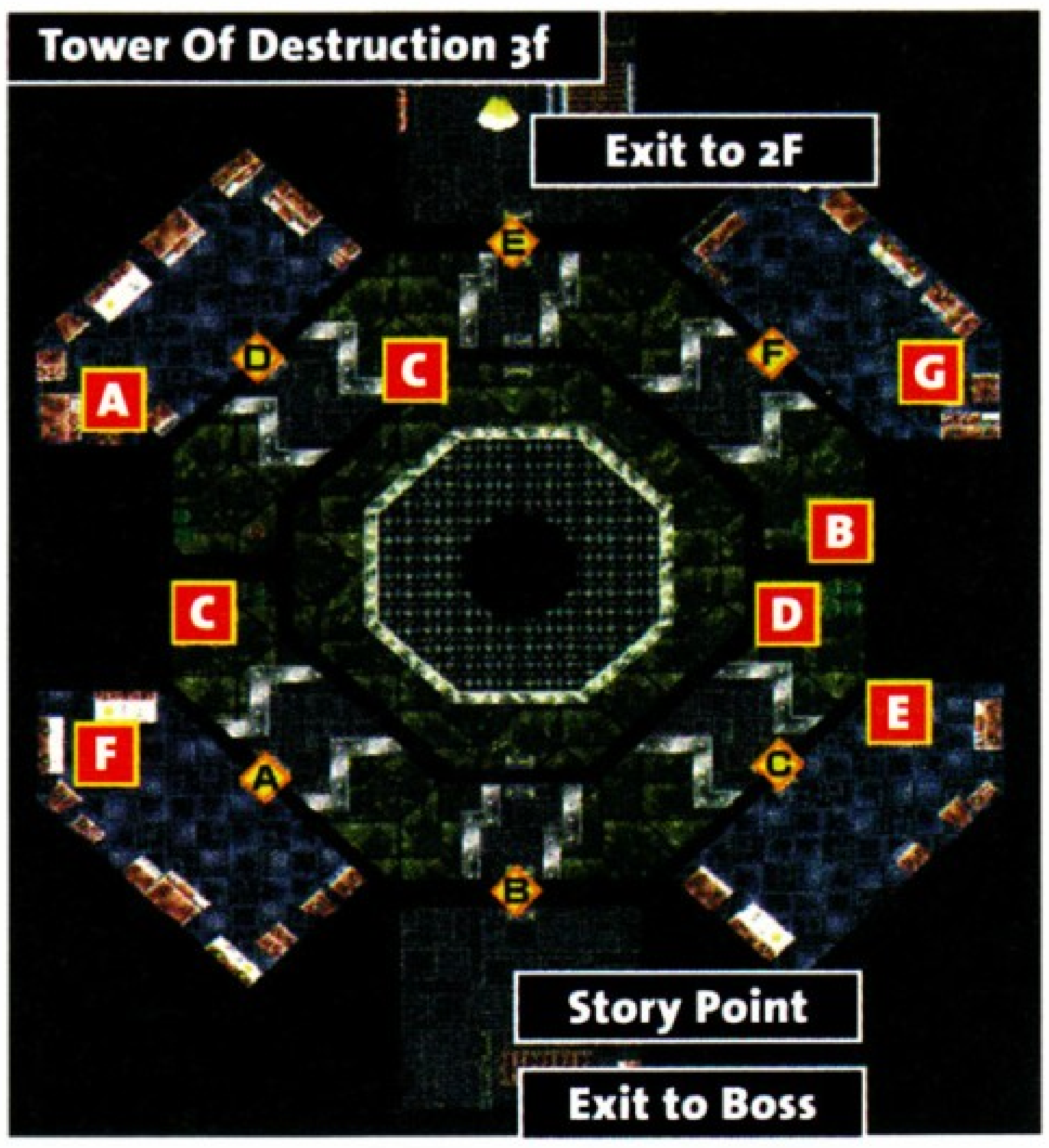






TOWER OF DESTRUCTION 3F

A	210G
B	210G
C	210G
D	210G
E	210G
F	Plague Suit
G	Walkman

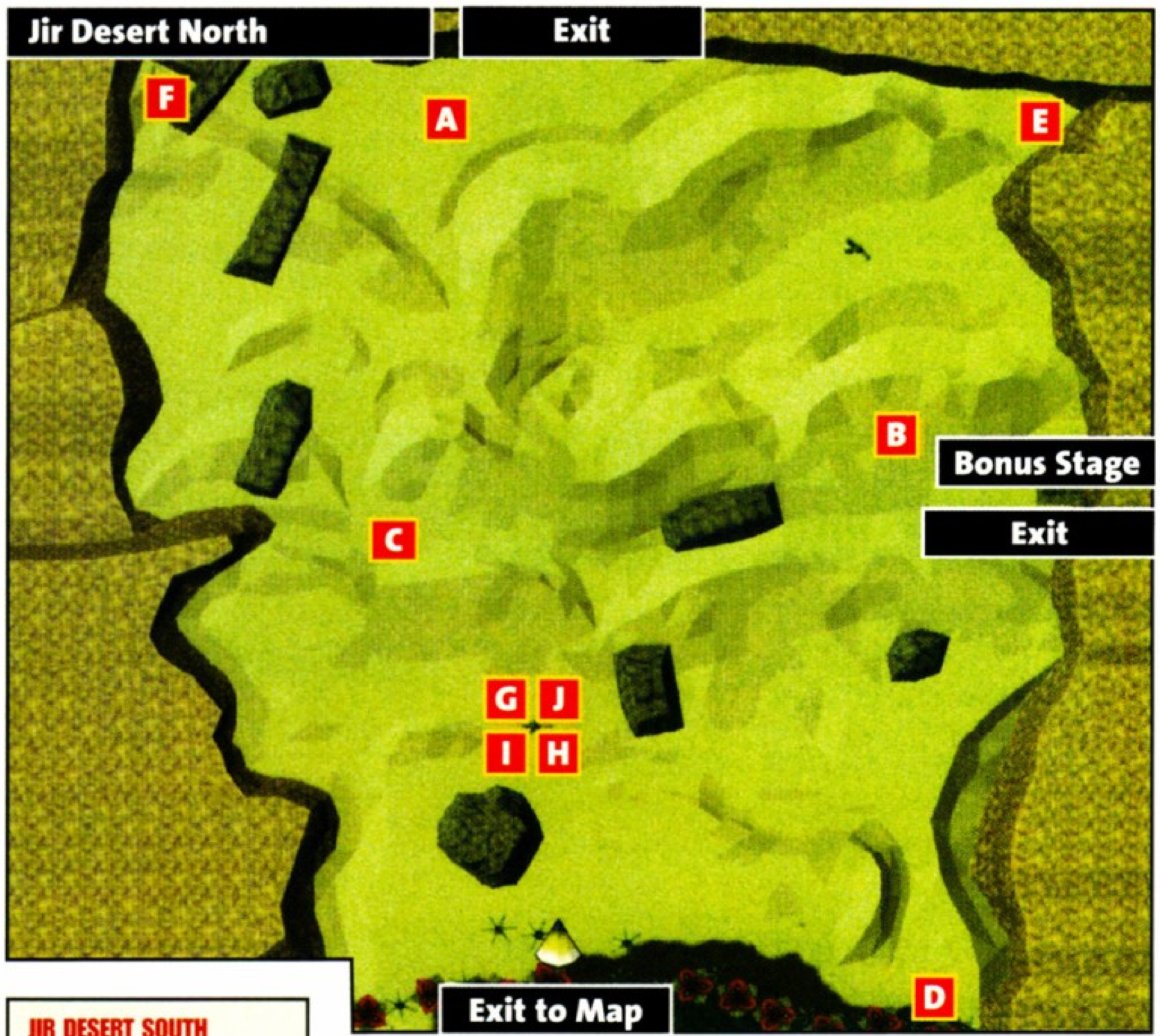


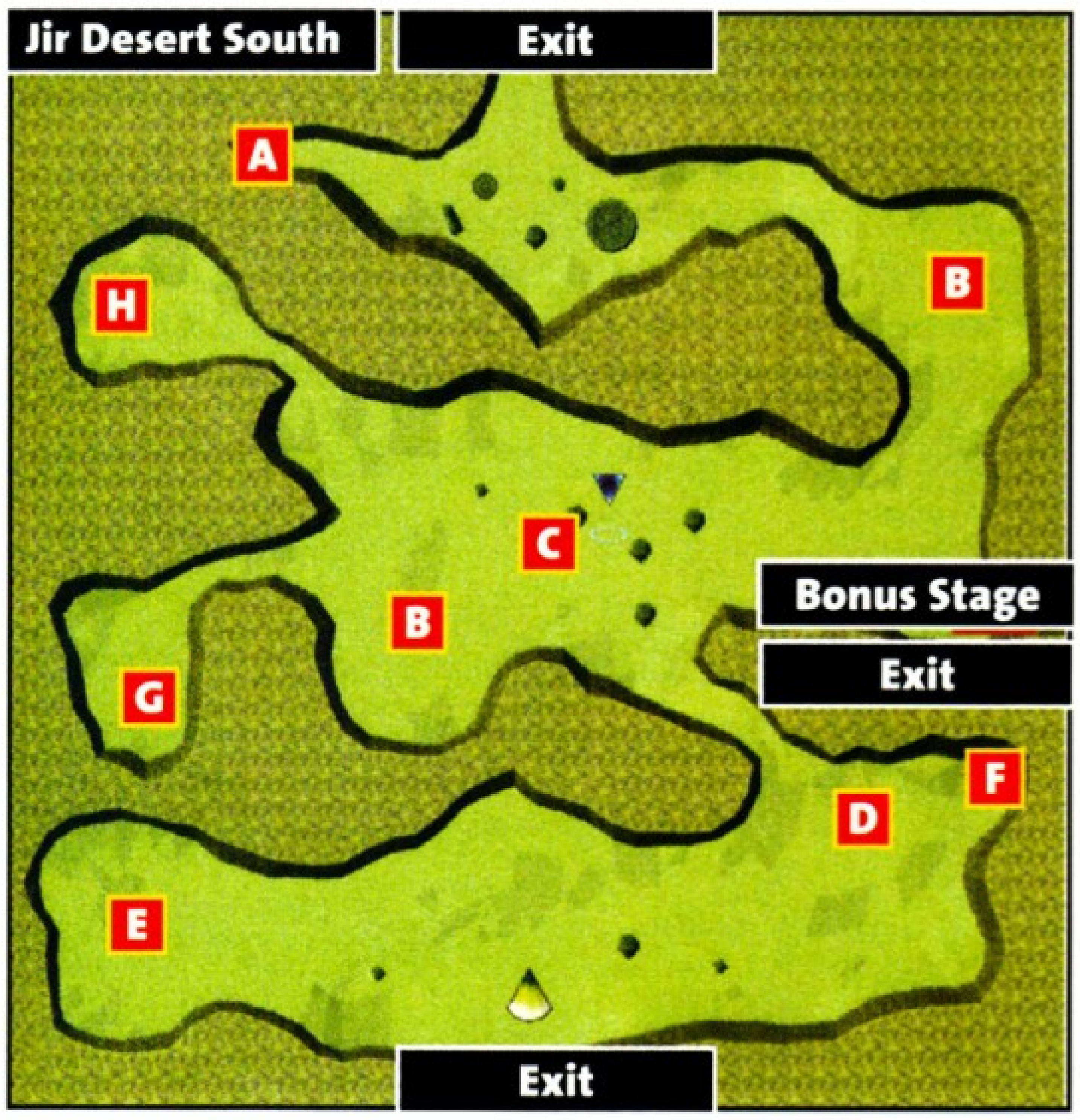
JIR DESERT

An intriguing dilemma. On each of the two stages of the Jir Desert, you find optional special stages. They're worth looting for objects and what-have-you but we simply don't have the space to map them here in SSM. We'll say this though: the first Jir special stage is the Tomb of the Soldiers and it has six stages to it. The second Jir stage leads to the Castle of Dreams (seven stages). Warning: these stages are TOUGH.

JIR DESERT NORTH

A	220G
B	220G
C	220G
D	220G
E	660G
G	Saboten Thorn
I	Revive Medicine
H	Revive Medicine
J	Saboten Armour
K	Energy Ring



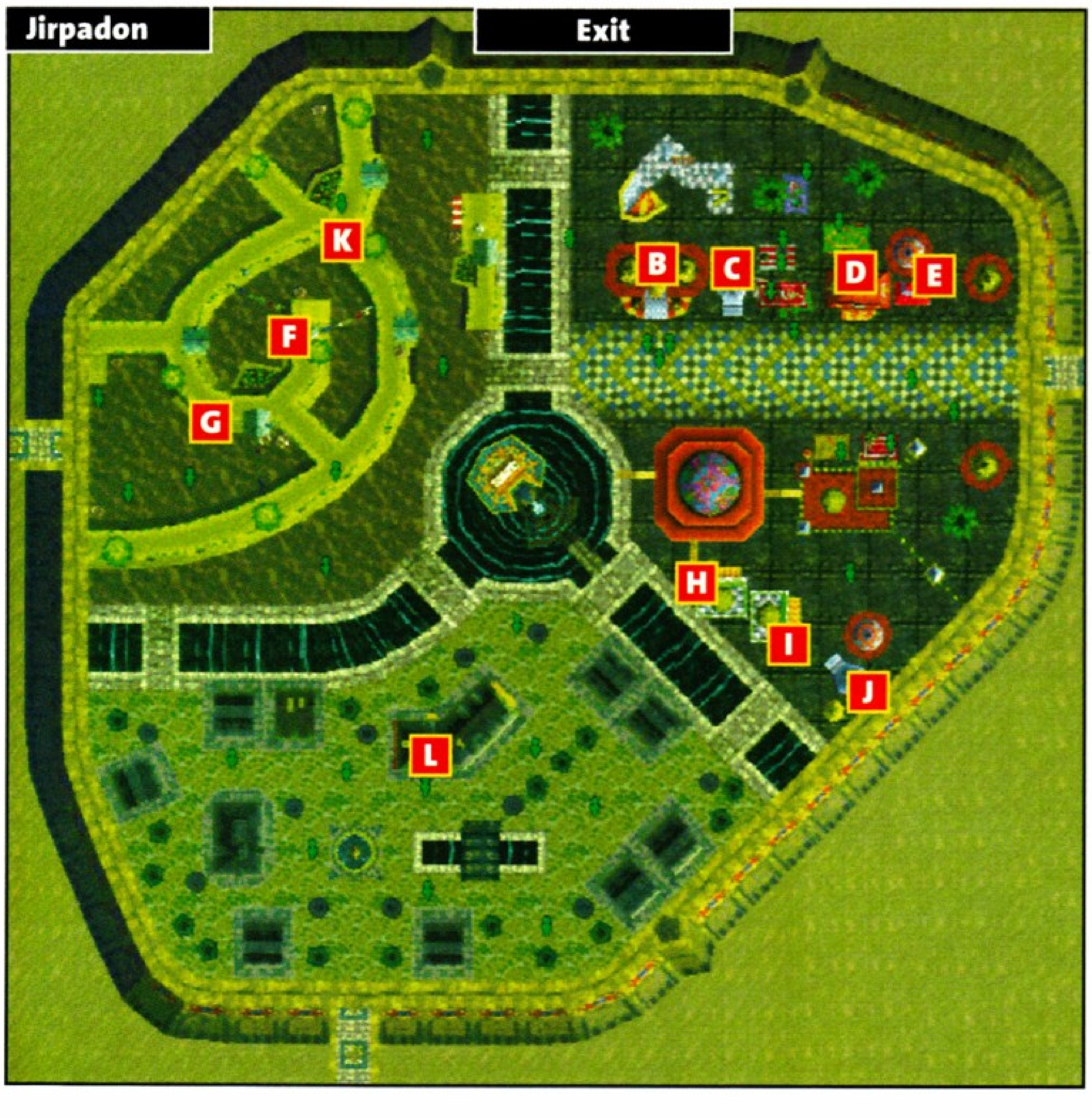


JIR DESERT SOUTH

A	220G
B	220G
C	220G
D	220G
E	660G
F	Anklet
G	Gear Sword
H	Guard Seed







JIRPADON

There's not much you need to do here at this time. Just heal up at the hotel, stock up, then head on out west to the Savannah Plains. If you're having problems getting "served" the hotel, poke around the place and leave it - you should talk to someone automatically then. Now just head back in and Bob is your proverbial uncle.





There isn't actually a huge amount to do in this town - but you have to come back later on in your quest.

JIRPADON

A	Moge Family House 1
B	Bottle Arcada (Hotel and save)
C	Fortune Teller's Tent
D	Knick-knack shop
E	Oasis Shop
F	Moge Elder's House
G	Moge Family House 2
H	House 1
I	House 2
J	Arcada Spice
K	Apartment
L	Rafemi Coffee

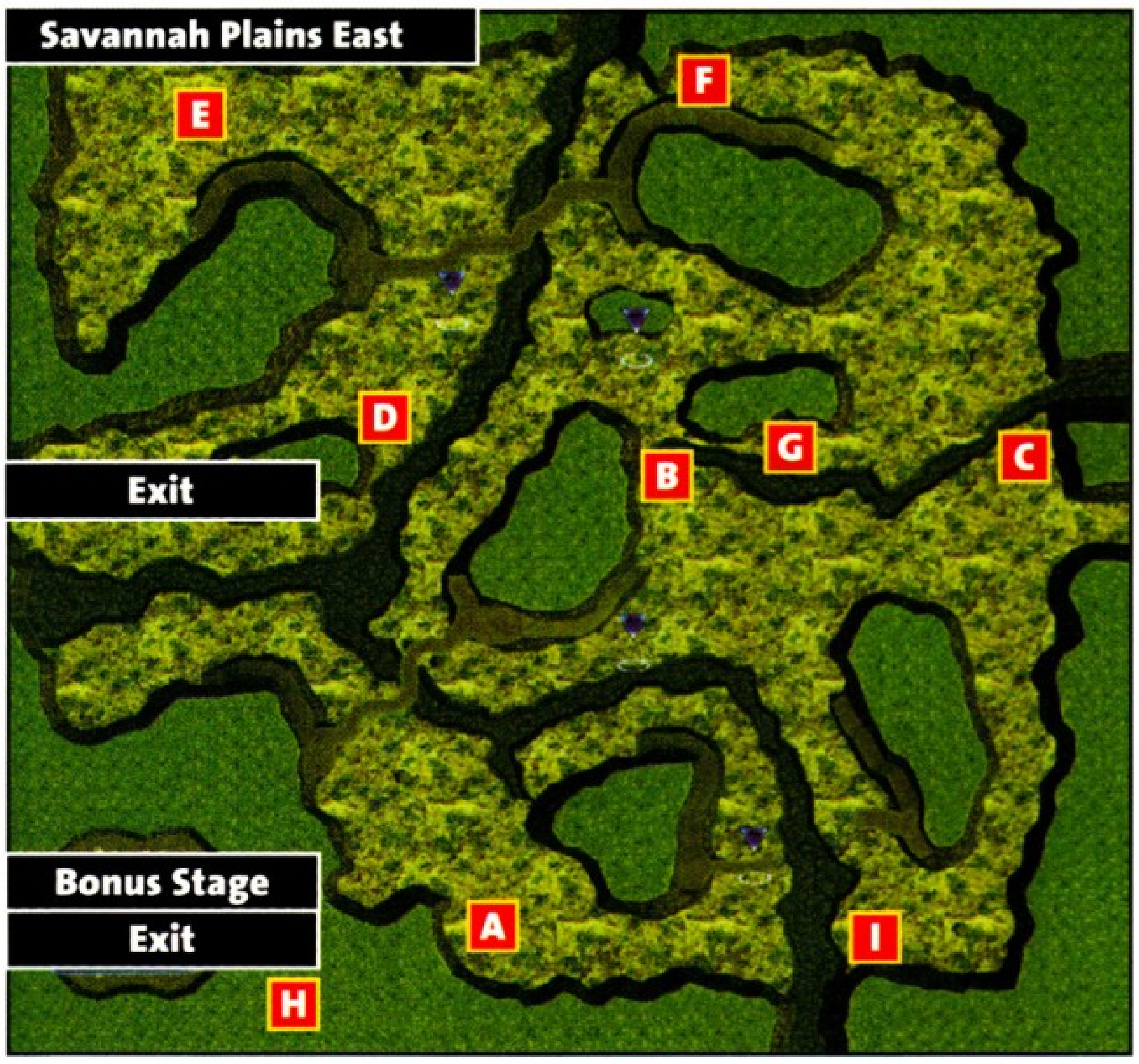


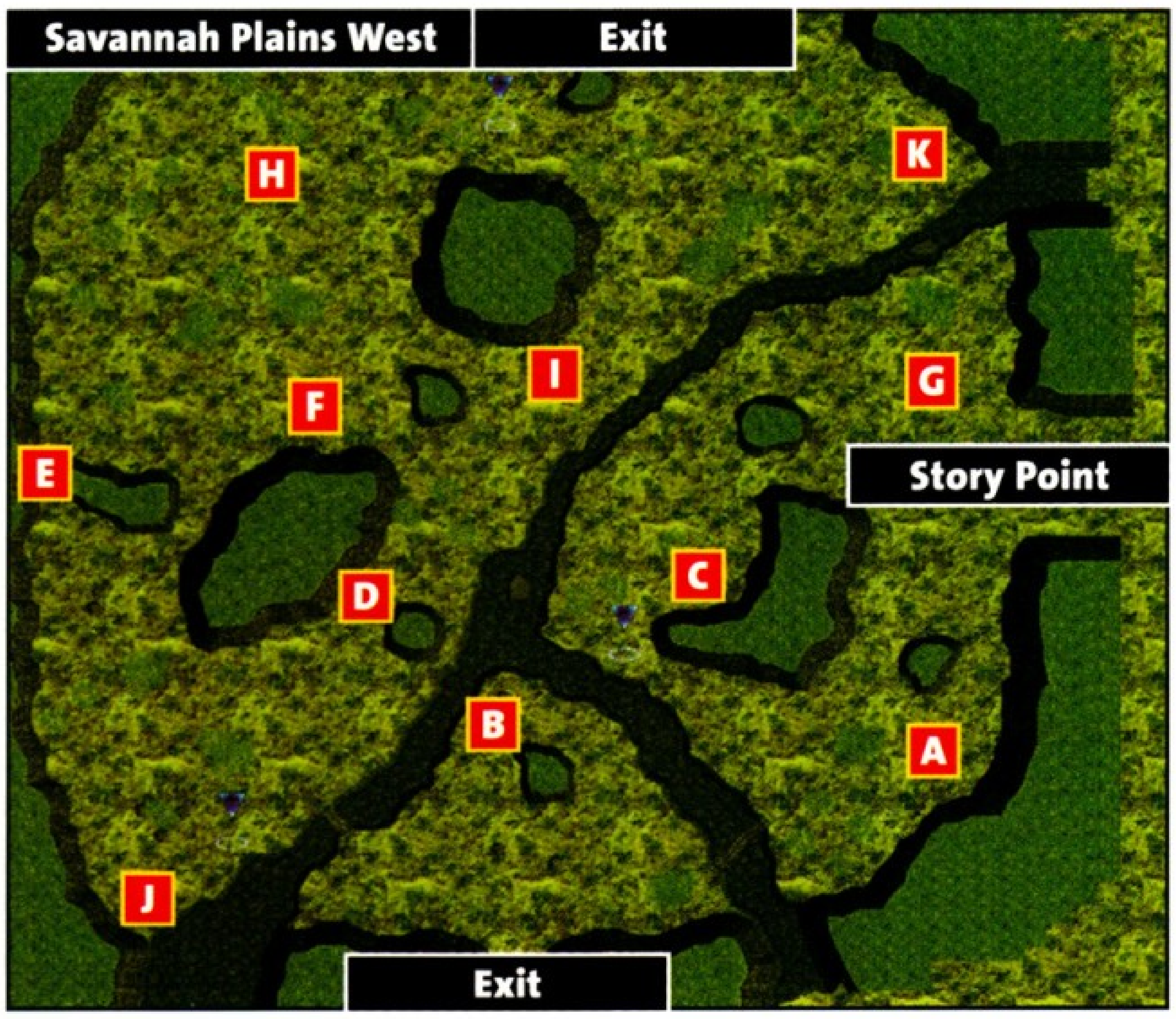
This town is the place to pick up a new adventurer to add to your team. However, this character isn't yet revealed - we'll cover that particular part of the game in the very next (and last) part of the guide!

SAVANNAH PLAINS

A very simple stage to take on here - just work on through from west to east and take the exit to move you on to the Burinan Heights. You even get the chance to return to town to heal up and stock yourself with new weapons and suchlike. One word of warning: this stage holds the entrance to the Pyramid (it's on the southwest of the stage) - DON'T go in there unless you're really powerful and have tons of experience. You don't need to complete it to further your quest and believe us: it's tough in there. REALLY tough.





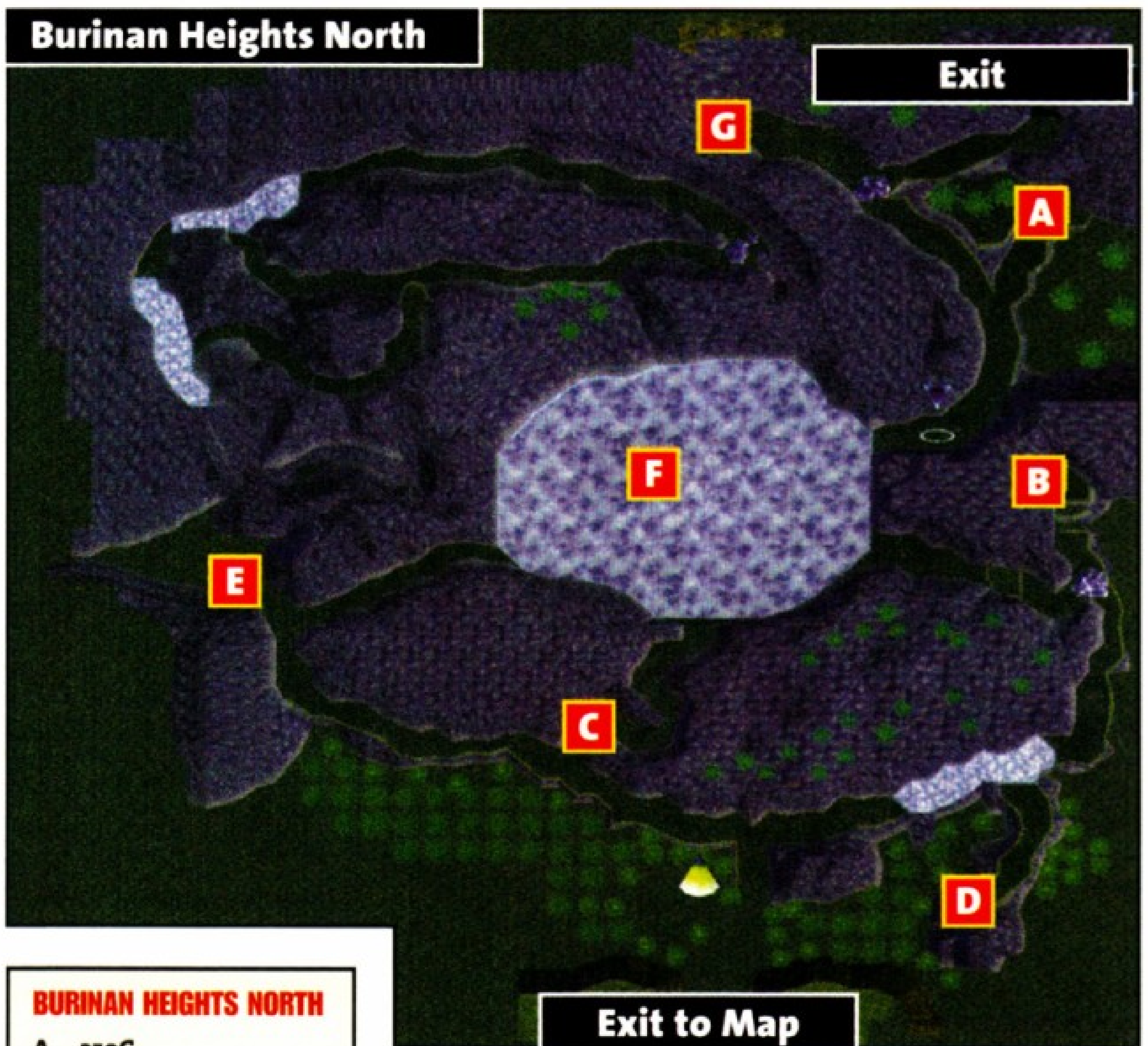


SAVANNAH PLAINS EAST	
A	220G
B	220G
C	220G
D	220G
E	220G
F	220G
G	660G
H	Noronoro Herb
I	Mana Egg
J	Technique Seed
K	All Around Herb

SAVANNAH PLAINS WEST	
A	220G
B	220G
C	220G
D	220G
E	220G
F	220G
G	220G
H	220G
I	Blue Charm
J	Technique Seed
K	Mana Egg







BURINAN HEIGHTS NORTH	
A	250G
B	250G
C	250G
D	750G
E	Endurance Walnut
F	Snowshoes
G	Strength Seed

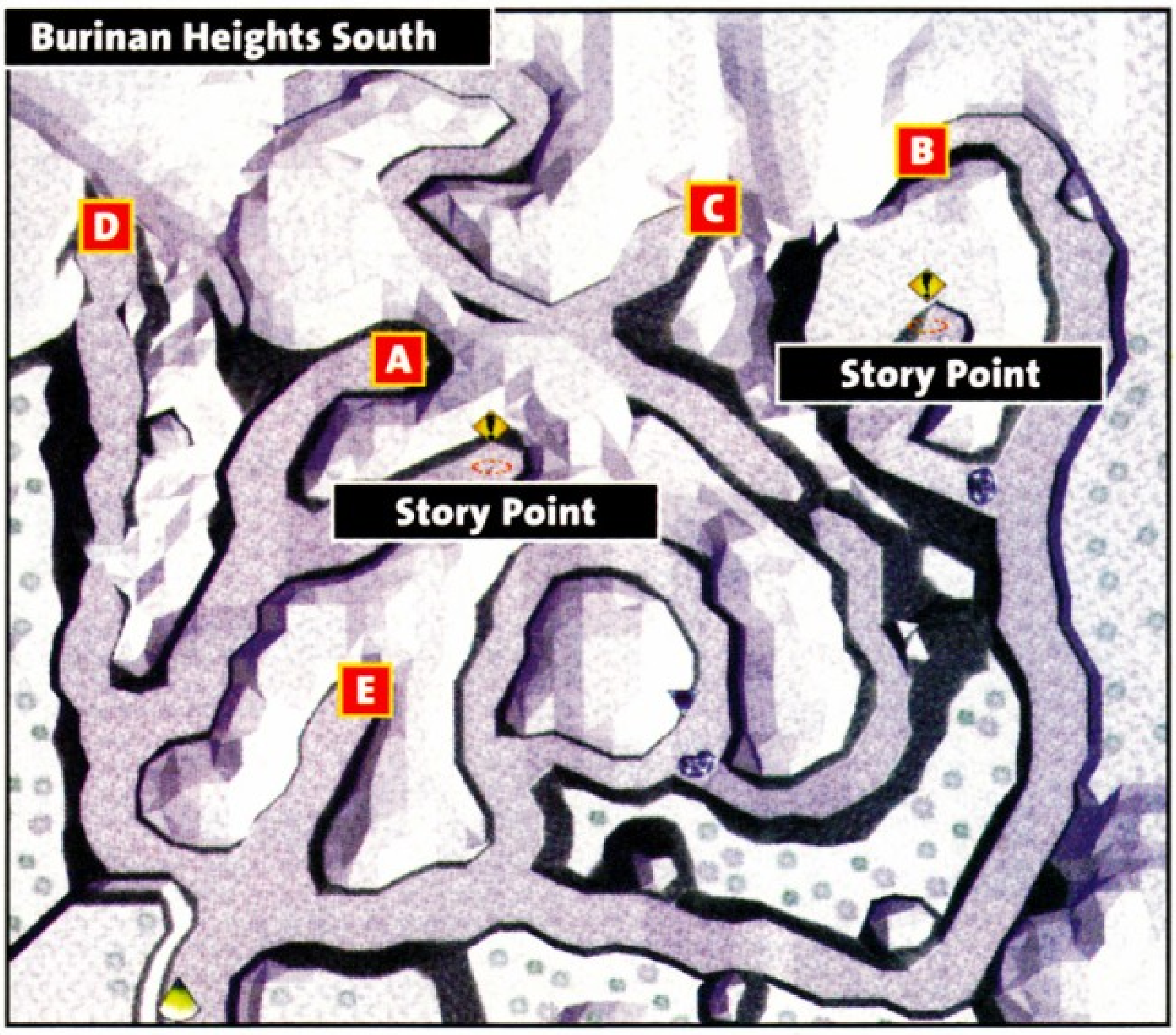




BURINAN HEIGHTS

Another very simple stage to get to grips with. Simply loot the stage and head for the exit each time. No problemo. Although the monsters look big and mean you shouldn't have any problems cutting them down to size. If you want to loot all of the level, you're going to need to make use of the action points...

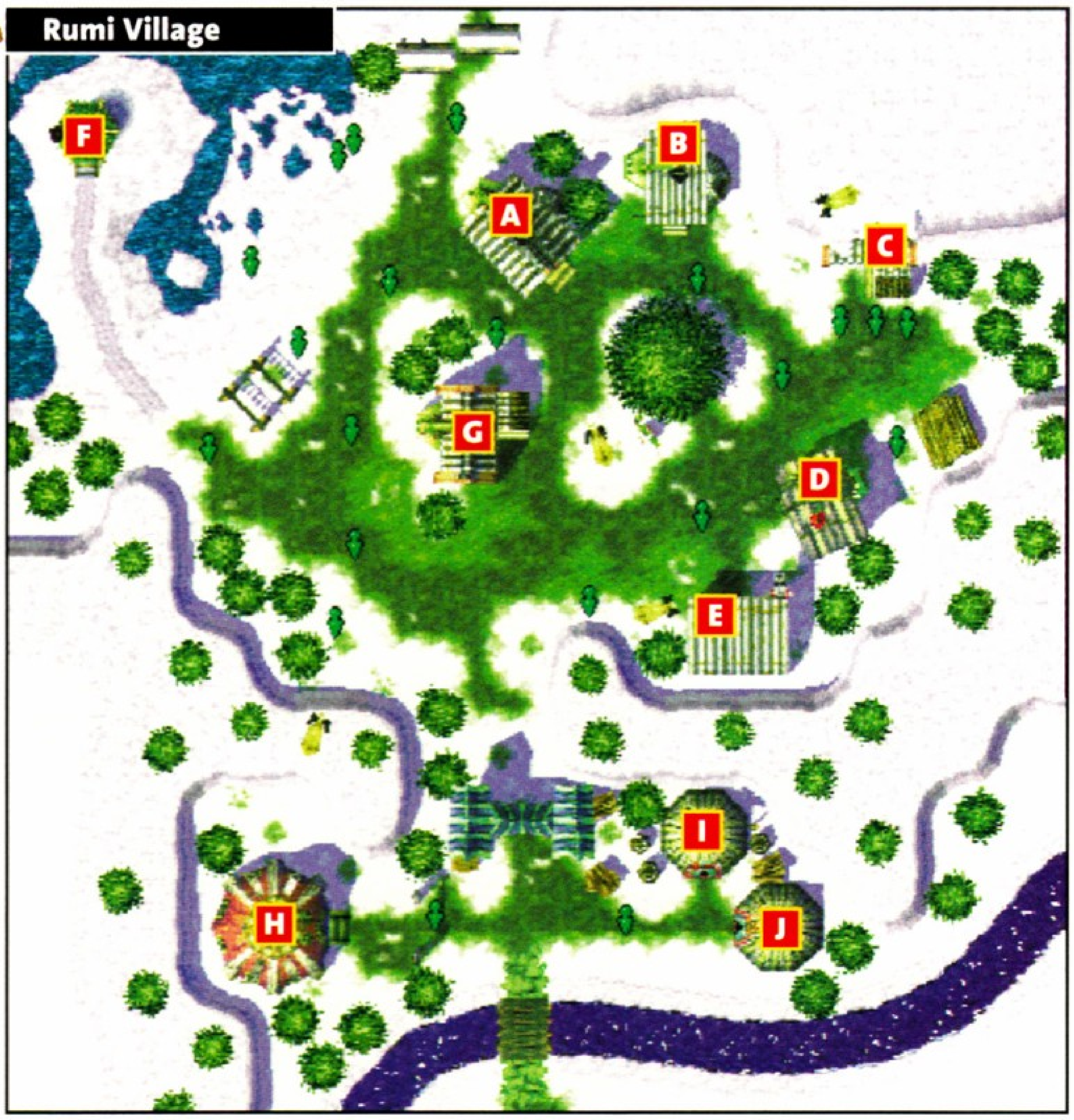
BURINAN HEIGHTS SOUTH	
A	250G
B	Silent Sword
C	Life Seed
D	Fire Sword
E	Blast Charm



RUMI VILLAGE



At Remi, Marda has a loving reunion with her boyfriend... and he's a giant cow. Hmmm. Pop up to Marda's house for a spot of tea then head over to talk with the Derin (another cow-guy) in his home, then head over to converse with the bovine mayor. Now you're all set for your journey to the Pocket Dimension!





This is the mayor's house!



More single-file walking action!



The Cow People of Rumi are very friendly!

RUMI VILLAGE

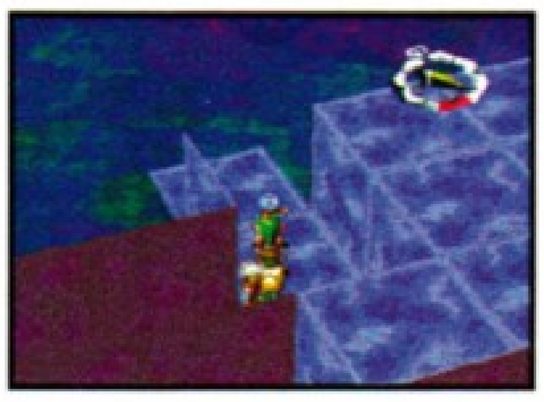
A	Marda's House
B	House 1
C	Derin's House
D	Blacksmith
E	Livestock
F	Mayor's House
G	House 2
H	Hotel
I	Shop
J	Empty House

POCKET DIMENSION

A vast series of interconnecting levels, you shouldn't have any problems at all with the first three Pocket Dimension stages. At the end you face the same bio-mechanical creature you took down earlier. This time it's easier... probably due to the better weapons and armour you bought in Remi. Once complete, go back to Jirpadon... and that's where we're going to have to leave it for this month!

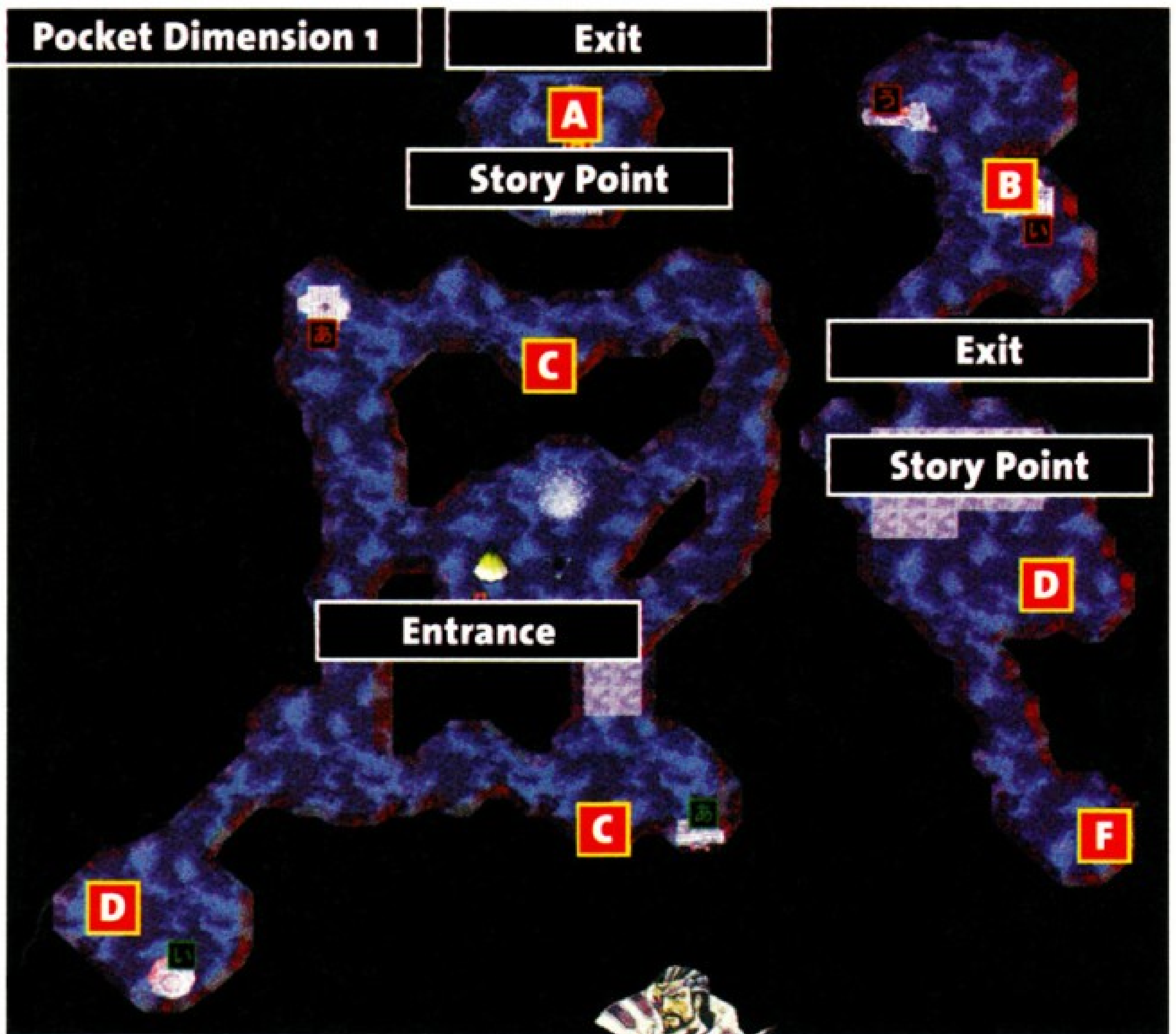






The Pocket Dimension creatures are fairly easy to beat - give top priority to the fire monsters.







These guys are strictly small fry. Kill them all!



The master of evil himself (above).

POCKET DIMENSION 1

A	260G
B	260G
C	260G
D	260G
E	780G
F	Smoked Salmon
G	Dimension Cane



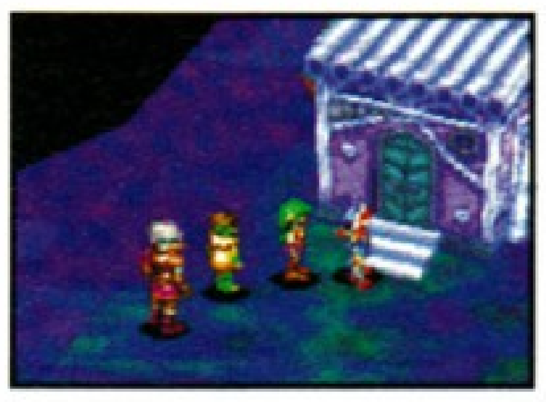
The souls of the innocent appear to be trapped within the confines of the Pocket Dimension... eerie eh?



Those door portals link the pocket dimensions...

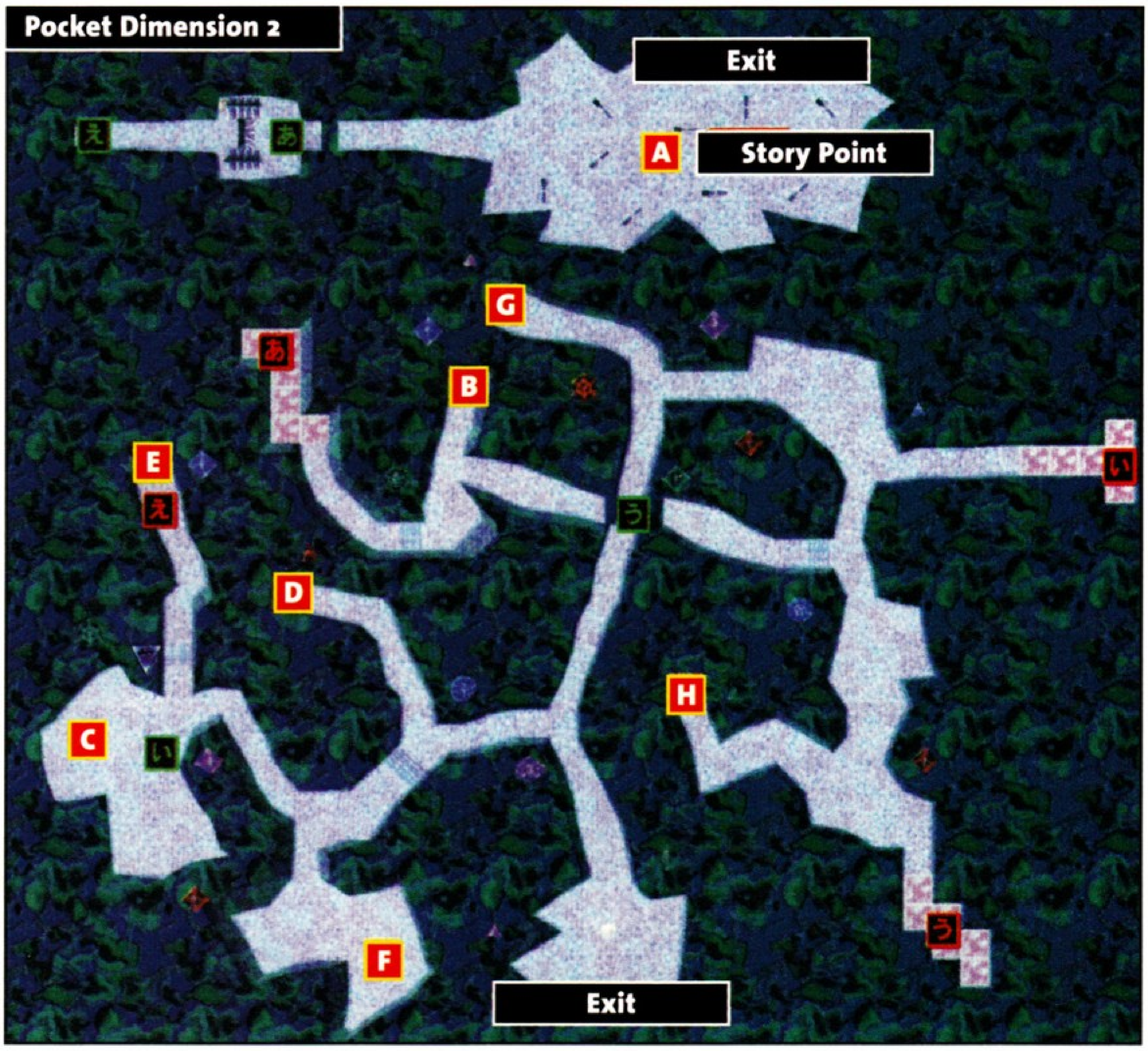


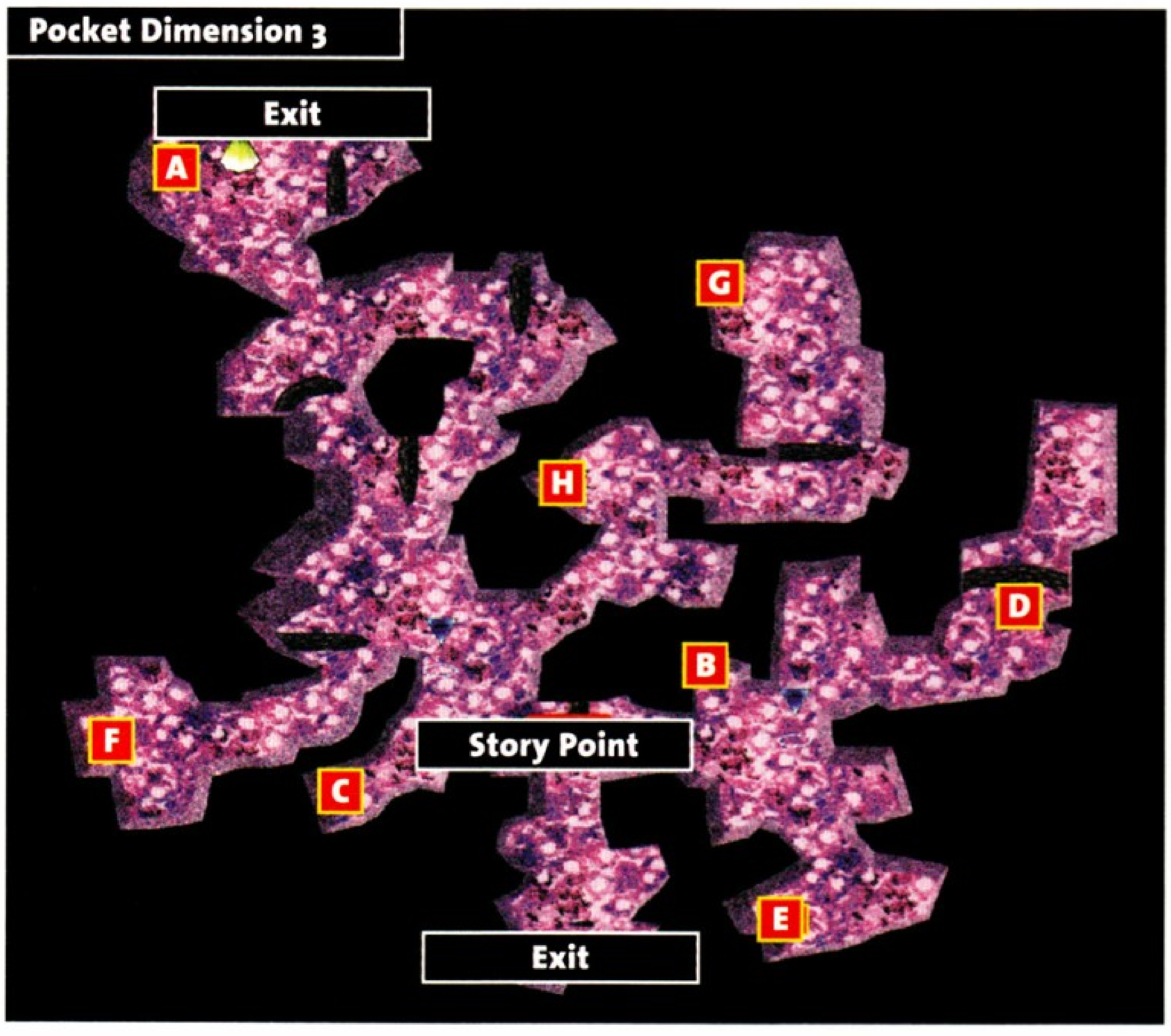
Smack! Ooof-yah!

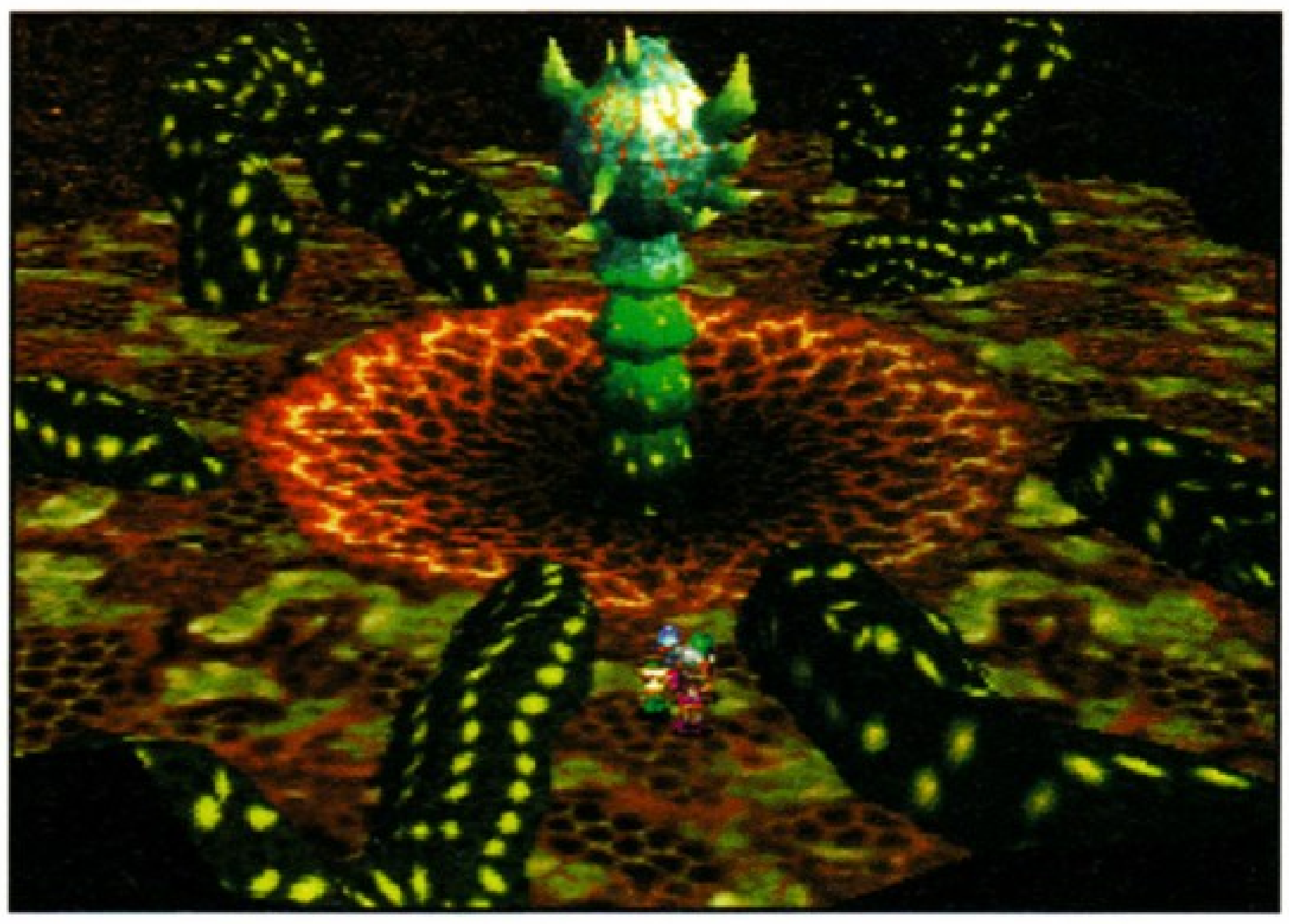


POCKET DIMENSION 2

A	260G
B	260G
C	260G
D	780G
F	Origin Meat
G	Ogre Helm
H	Mana Egg
I	Strength Seed





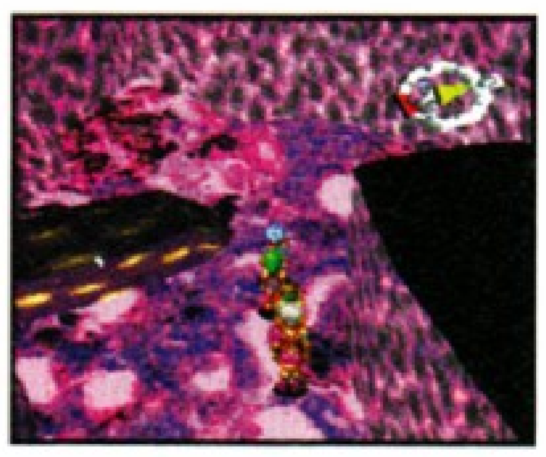


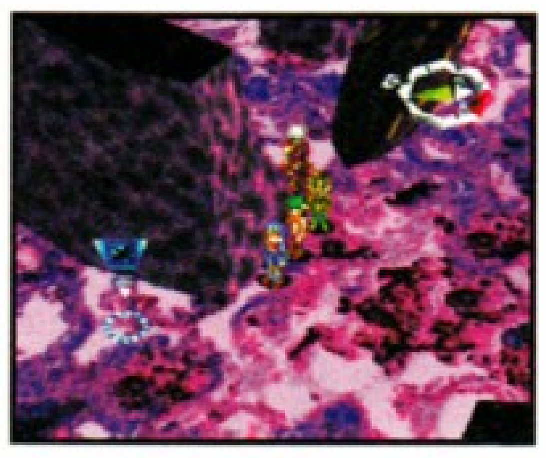
The boss of this level is veeery familiar - you fought him at the last level!

POCKET DIMENSION 3

A	260G
B	260G
C	260G
D	780G
E	Warp Boots
F	Origin Meat
G	Iron Clogs
H	Protection Fruit

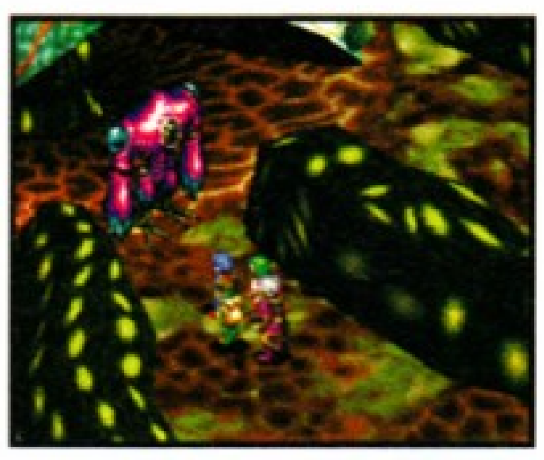












NEXT ISSUE

Finally - the conclusion! Grandia reaches its climax and you'll be there. Ready yourself for adventuring the like you've never seen before! Arooga!

COIN-OPERATED

With Virtua Fighter 4 still over a year away, AM2's elite arcade programmers have just put the finishing touches to the long-awaited Fighting Vipers 2. More than just another 3D beat 'em up, FV2 goes under the microscope this month courtesy of WARREN HARROD.

BY	AM2
BOARD	MODEL 3
TYPE	3D BEAT 'EM UP
COMPLETE	100%

After a heated battle in the City tower, no one doubted the Vipers' skills and strength in battling the evil Mayor B.M. However, two years have now passed and the Mayor's dictatorship has continued to thrive in Armstone City. His hatred for the Vipers who betrayed him has grown with each passing day. When he could no longer stand it, B.M. ordered the Vipers to be hunted down. Many Vipers were imprisoned and those that remain have gone into hiding. However, a small number of Vipers continue to defy the Mayor's oppressive rule. These surviving warriors are set to begin another searing knockdown drag-out fighting contest in Fighting Vipers 2!

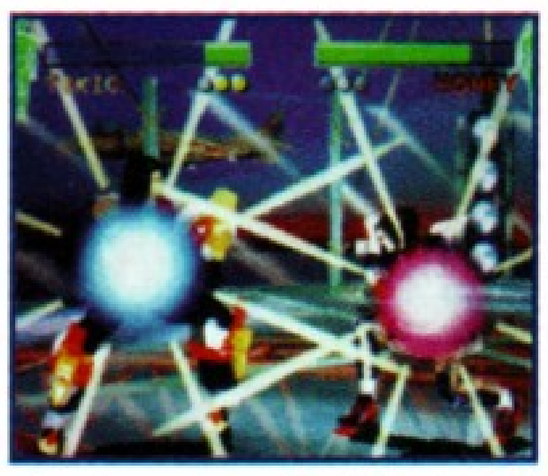


FV2 FIGHTING VIPERS 2

GRAPHICAL TOUR DE FORCE!

AM2's latest creation utilises the latest real-time 3D CG board, the Model 3 Step 2. Sega's board has been powered up to bring players an awesome one million polygons per second with even greater processing power and improved realism. As well as amazing motion-captured character animation, the game contains stunning 3D stages. For example, it's possible for players to watch the city from above as they're suspended from a helicopter in a glass arena or fight in front of a giant rotating T-Rex skeleton!

In-game action is enhanced with amazing special effects. When you smash a player through an arena wall, it shatters and fragments are scattered around the ring as the character is sent spinning into the distance. Visually striking graphics add excitement to all the special attacks in the game with the supreme visual experience of the startling Super KO! The action is built up further with even more dramatic replays. Attention to detail in every aspect of the game adds to the sensation of realism. Look out for the side-scrolling LCD display on Emi's arm and the beautiful reflections off the many transparent surfaces.




▲ Keen to retain their hardcore gaming fans, AM2 have kept the popular armour-breaking moves from the original game.





▲ Fighting Vipers 2: Model 3 at its most powerful!



▲ All your favourite characters return for this hot sequel.



▲ Eleven playable characters and three hidden Vipers!





▲ There are plenty of new moves including Super KOs!

PLAY TO WIN

But Fighting Vipers 2 isn't just a great game to watch. Knowing that gameplay is just as important as visuals, AM2 have included a wealth of new features to make this the most exciting fighting game experience yet. They include:

1. Not one but three exciting CPU Modes to choose from means that players have plenty of gameplay variety to keep them coming back for more!

2. A Multiple Route System reflects your playing skills by allowing you opportunities to face new opponents on different stages.

3. Improved Guard and Attack commands offer even higher challenges for the seasoned players to master and enhance their fighting techniques.

4. The new Super K.O. technique requires proper timing and manoeuvring to set up a finishing blow, but can turn around a game with just one strike.

PLAY MODES

Most fighting games can get pretty tedious very quickly when fighting against the CPU. The same old characters in the same old stages in exactly the same order can easily become boring. However, Fighting Vipers 2 does away with this problem thanks to the inclusion of three exciting modes to tackle when fighting against the CPU.



SEGA
FV2
FIGHTING VIPERS 2
© SEGA 1995.1998



NORMAL MODE

This is the standard mode. It's automatically chosen when players press the START button. There are basically eight stages with the last stage being the final Boss battle. However, there's more to Fighting Vipers 2 than meets the eye. Along the way there are several opportunities to change your "route" through the game. Depending on your performance you'll have an opportunity to face different Vipers on different stages!

The first thing you'll notice about the CPU Mode compared to the VS Mode are the different Start Screens. Whereas the VS Mode simply shows both Vipers posing, the CPU Mode shows a lot of additional information. The stages are in a set order to match the story-line and the Vipers which appear on each stage are also fixed. However, if you look at the bottom of the screen you'll notice something interesting. These coloured squares actually represent your route through the game!

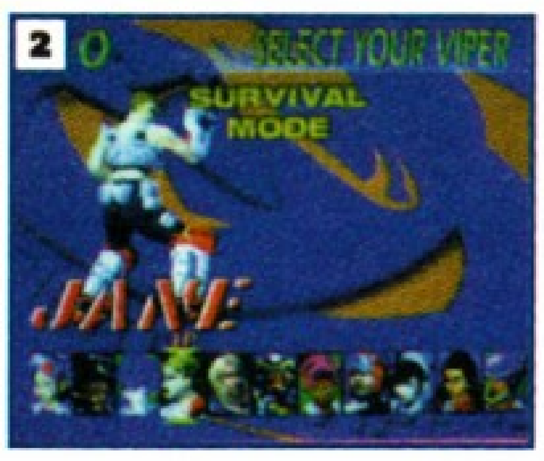
The flashing red and white square is your current stage. The yellow squares are stages you've completed and the purple boxes are stages to be faced. When you first start Stage 1, the first 3 stages are displayed. However, once you pass Stage 3, only the current stage is added to the route so you won't know what's ahead (unless you check out chart!).

While all this may sound confusing, AM2 hope this system will add to the game's fun.



▲ Bahn looks superb in his Model 3 tailored outfit.





▲ Multiple play modes are available in Fighting Vipers 2.





▲ Above-left: The yellow and white squares show you which route your character is taking through the game.



ROUTE TO VICTORY

When playing the game, there is no way to go back to stages you couldn't access before and at present there doesn't seem to be a cheat allowing you to play these stages directly. You'll just have to do it the hard way! There are two stage points where the route through the game splits. These occur on Emi's Stage and Bahn's Stage. If you win normally then you'll take the lower route. In order to play the higher route you have to achieve one of two conditions: Defeat your opponent with a Super K.O. OR have over half your health bar remaining (or twice the amount of health as your opponent in a Time-Out situation). This is to be performed on the final round of that stage. Once in the higher route, you stay there until the split joins again. You'll also notice that the time spent playing is displayed below. You'll need this for a special time attack feature in the game that we'll reveal in a future issue!

(1) RANDOM MODE

This mode is activated by going to the character select screen and selecting your character while keeping the START Button pressed down. If you are successful then the words "Random Mode" are displayed.

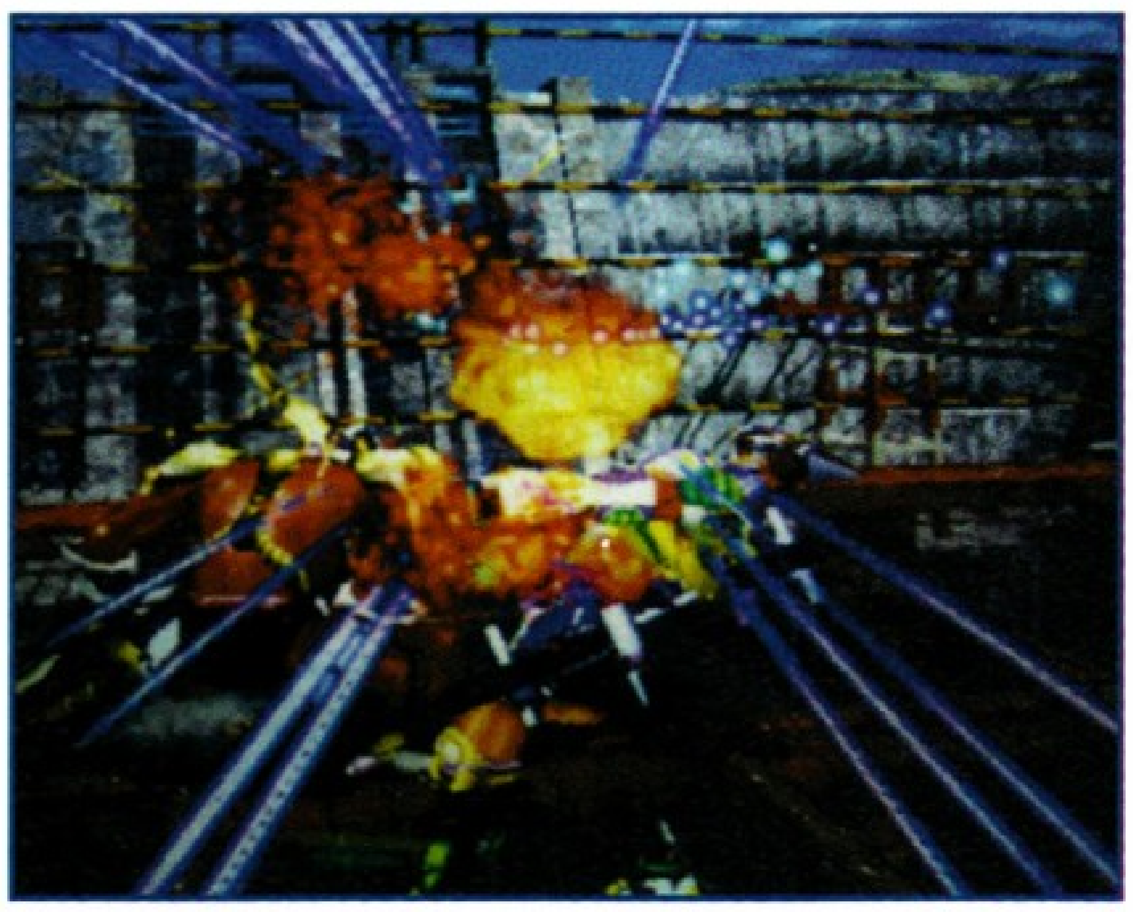
Random Mode is very similar to Normal Mode in that the stages are in the same order and there are the same set routes and split points. However, the characters that appear in each stage are in a different order each time you play so you'll never know who you'll fight against next. Since you can only fight seven of the eleven Vipers in a single game you'll always have a different combination of opponents to face off against.



▲ Charlie's fighting style employs his BMX bike.



▲ FV2 should be out in UK arcades this Summer!



(2) SURVIVAL MODE

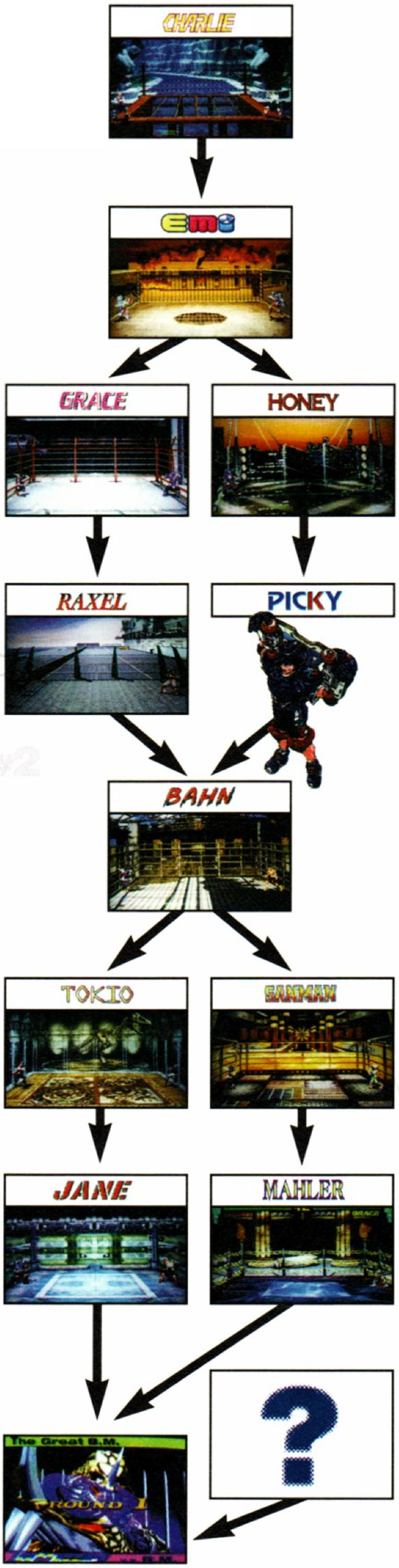
This is activated by pressing the START button while continuously pressing the Punch, Kick and Guard buttons together. If you are successful then the words "Survival Mode" are displayed. This is completely different from the Normal and Random Modes and is the toughest of them all! You have just 180 seconds to beat as many Vipers as possible! Although, the damage inflicted by the CPU opponent is less than normal, you are unable to recover health between fights. In addition, the enemy characters get stronger and stronger so it's really difficult to beat them all. In total, all eleven Vipers and the Boss, B.M. are waiting for you. There's also a special Survival Mode High Score Table which records the number of wins.



▲ Our personal favourite Viper shows off her latest togs.







STAGE FRIGHT
In both the Normal and Random Modes you battle through eight stages in order to face B.M. However, due to the exciting route system, there are many alternative stages to play through!

CROSS RIVER DAMSITE (Charlie)
The game starts at the Neo Armstone City dam. The arena is suspended over the valley in front of the dam with a spectacular view. On either side of the valley are huge statues carved into the rock face.

OLD ARMSTONE TOWN (Emi)
On the outskirts of Neo Armstone City is the familiar Armstone Town. The big bear is still there, but other than you the place is deserted. This is the first split point in the game. Depending on your result in the fight against Emi, you will take one of the following routes:
Route 1: The Lower Route. Having only managed a normal win against Emi, you are forced to take the sea crossing on an aircraft carrier!

HANGER OF THE DARK ROYAL (Grace)
Starting down below in the rather dim surroundings of the carrier's hold, there's very little to grab your attention except for a few parked planes. To one side you can see through an exit out over the sea.

DECK OF THE DARK ROYAL (Raxel)
Making your way up on to the main deck is a lot more interesting. Not only do you get a good view of the aircraft carrier and the sea, but numerous Harriers take off and manoeuvre around the arena.
Route 2: The Upper Route. Having successfully managed to beat Emi by a serious margin, you've earned yourself the impressive view of Neo Armstone City from the air. A transparent arena is suspended from a helicopter as it flies across the city. Truly a visually impressive stage!



▲ Mahler may be tough, but the Great B.M. is really hard!

NEO ARMSTONE CITY TOWER (Honey)
As the arena is transparent, it does mean that you can see a breathtaking view of the skyscrapers in Neo Armstone City.

NEO ARMSTONE CITY NIGHT SKY (Picky)
By the time you reach this stage it's become night and the black sky is illuminated by a thousand city lights. Pretty cool.

SERPENT'S CAGE (Bahn)
Your first fight on the Prison Island is in an old and broken warehouse. Your task now is to make your way to B.M. himself. This is the second split point in the game. Depending on your result against Bahn, you will take one of the following routes:
Route 1: The Lower Route. With only a mediocre win against Bahn, you now take the old route, starting with a fight in the Prison's hall of antiquities.

GREAT MUSEUM (Tokio)
One of the most impressive stages in the game. The arena is surrounded on each side by four items from Earth's past: a T-Rex, a steam locomotive, a biplane and a satellite.

SECRET CHEMICAL FACTORY (Jane)
After the visual feast of the museum, this room is a little quiet in comparison. This rather sparse, but scientific looking room, is merely a visual taster for the game's remaining stages.
Route 2: The Upper Route. Your excellent victory against Bahn has allowed you access to a slightly better route where you must initially battle in the Prison Island's industrial zone!

BLAST FURNACE (Sanman)
The bright glow of the molten iron ore really does give off the sensation of incredible heat. Certainly one of few places where you most certainly don't want to be thrown out of the arena!

MARBLE ARENA (Mahler)
At last you've reached the kind of stately stage you'd imagine that B.M. might have in his base. The golden rings of the arena wall and the huge marble columns have a distinct taste of luxury about them.

THE GREAT B.M.
The best stage is saved till last, but we're keeping that a secret for now. Oh, and as for the mysterious stage on the right of the Great B.M., all we can say is that this level features a cool hidden Viper!

CHARACTER PROFILES:

Fans of the original Fighting Vipers will no doubt be overjoyed to learn that all the playable characters from the first game are back again. However, this time around they're joined by two young battling bucks in the shape of Emi and Charlie. These inexperienced fighters may be a little green to begin with, but give 'em a go!





BAHN

NAME: Bahn
SEX: Male **AGE:** 19
SPECIALITY: Single Blow
PERSONALITY: A strong passion for justice and mercy
NOTES: Known as Genghis Bahn III, and having considerable influence in his home town, Bahn learns that B.M. is still in power and decides to fight again to settle the whole affair once and for all.



HONEY

NAME: Honey
SEX: Female **AGE:** 18
SPECIALITY: Hopping
PERSONALITY: Cute
NOTES: When she dons her self-designed Rubber Dress armour she undergoes a drastic transformation. It's rumoured that she's in love with Sanman, but in fact she's just teasing him.





PICKY

NAME: Picky
SEX: Male **AGE:** 16
SPECIALITY: Skateboard Slam Attack
PERSONALITY: Hates losing anything
NOTES: Picky started skateboarding in order to attract the attention of a girl he liked in school, but had a change of heart when the popularity of the renegade Vipers began to grow. Now he employs skateboarding tricks in his fighting style.



SANMAN

NAME: Sanman
SEX: Male **AGE:** Unknown
SPECIALITY: Body Hurl
PERSONALITY: Usually mild-mannered
NOTES: Nothing much is known about this man except that he rides an over-sized custom scooter and is Picky's friend.





RAXEL

NAME: Raxel
SEX: Male **AGE:** 20
SPECIALITY: Guitar Smash
PERSONALITY: Cool, narcissistic
NOTES: Raxel was successful in his first major performing debut in the rock band "Death Crunch".





GRACE



NAME: Grace
SEX: Female **AGE:** 21
SPECIALITY: Kick Combo Attack
PERSONALITY: Cold, but tough.
NOTES: Left the skating world, chose to be a fighter and now uses her talents when fighting.



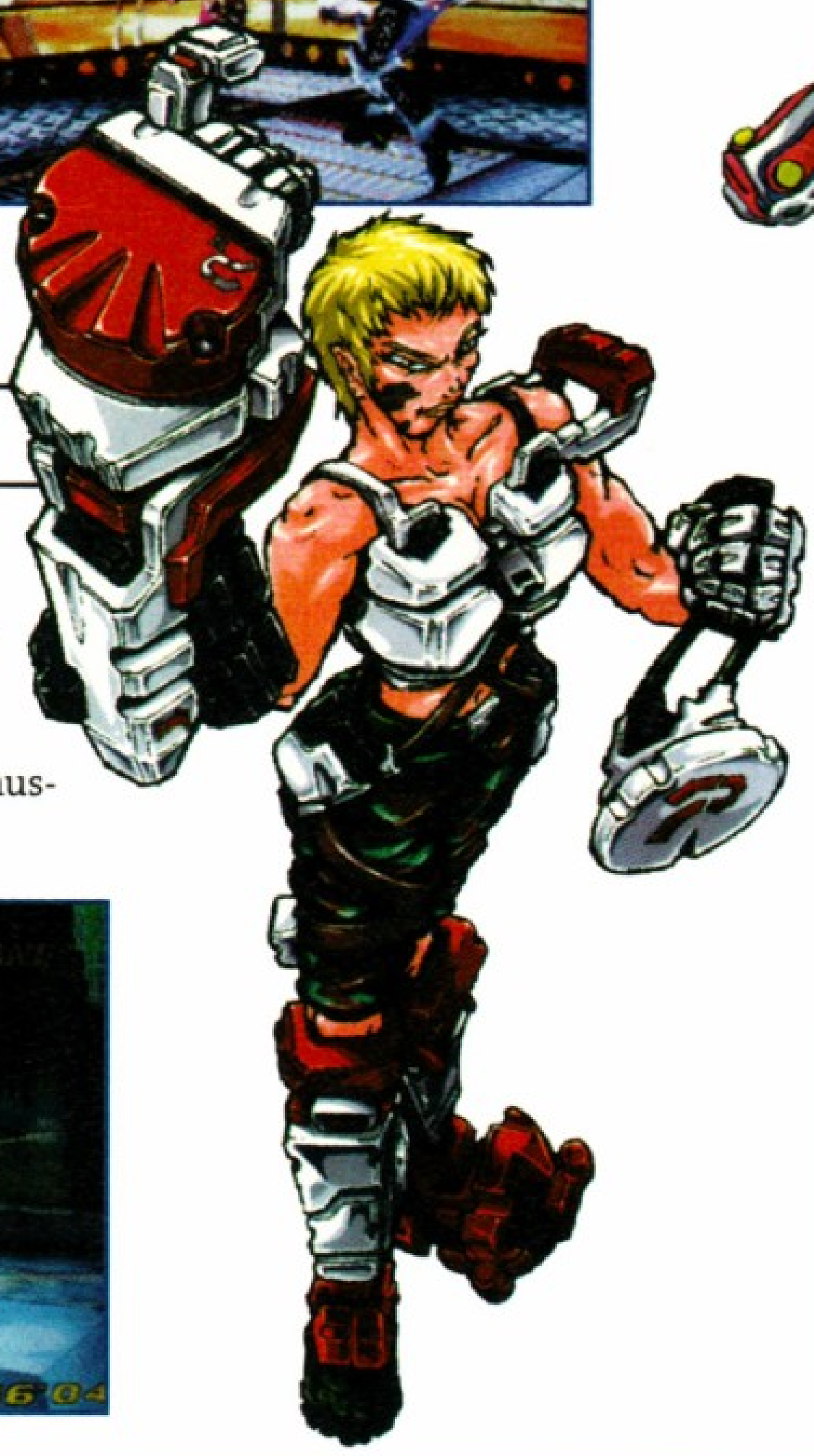
EMI



NAME: Emi **SEX:** Female
AGE: 12 **SPECIALITY:** Mech Smash Attack
PERSONALITY: Bright, full of energy and sassy
NOTES: Raised by her grandfather, who's been kidnapped by B.M., and fights using a Teddy Mech.



JANE



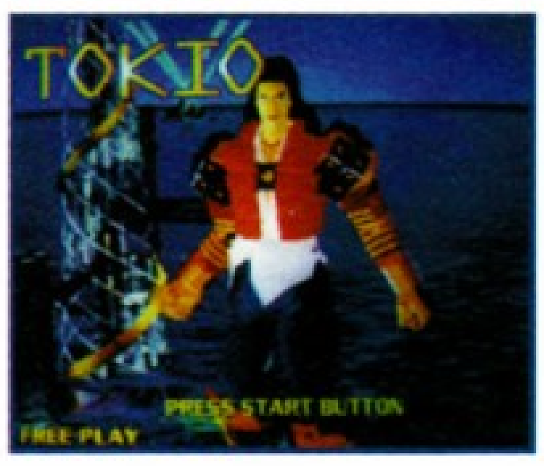
NAME: Jane **SEX:** Female
AGE: 20 **SPECIALITY:** Tornado Punch Attack
PERSONALITY: Spirited
NOTES: A tough woman with muscles of steel and a hot temper.



TOKIO



NAME: Tokio **SEX:** Male
AGE: 18 **SPECIALITY:** Spin Kick Combo
PERSONALITY: A strong sense of justice
NOTES: Retired from fighting after the last contest. However, when he heard of his friends being thrown into prison he became a Viper once again.



CHARLIE



NAME: Charlie **SEX:** Male **AGE:** 17
SPECIALITY: Bicycle Move Attack
PERSONALITY: Hot-blooded
NOTES: An expert BMX biker, he lost his parents at an early age and is a fierce rival of Picky.



MAHLER



NAME: Mahler
SEX: Male **AGE:** 22
SPECIALITY: Wrestling Holds
PERSONALITY: A man of very few words
NOTES: Not much is known about Mahler, but it is rumoured that he is a blood relative of the Mayor B.M. himself. Spooky!



and finally...

Tina

Twin Bouncy castles of joy!

Up and down. Up and down. Up and down - will they ever stop bouncing? No? Hooray! But be careful Tina love, you'll attract all sorts of weirdos going around dressed like that. Weirdos like us! Everybody wanted to take Dead or Alive home for the evening when it arrived, sheepishly nicking it from our games cupboard with the kind of embarrassment usually reserved for buying top-shelf magazines, mumbling something about "wanting to see if it's as good as VF2", before disappearing off for a night in with Tina and her bouncy mates. An evening we'll never forget.

Yup, Dead or Alive seemlessly combined perving and gaming in one wipe-clean plastic case, providing all the fun of staring at girls' breasts without the worry of being beaten up by their enraged boyfriends.

Oh Tina, jump up and down for me one last time, you gorgeous woman-shaped lump of love!





She's waving at you. She WANTS you!

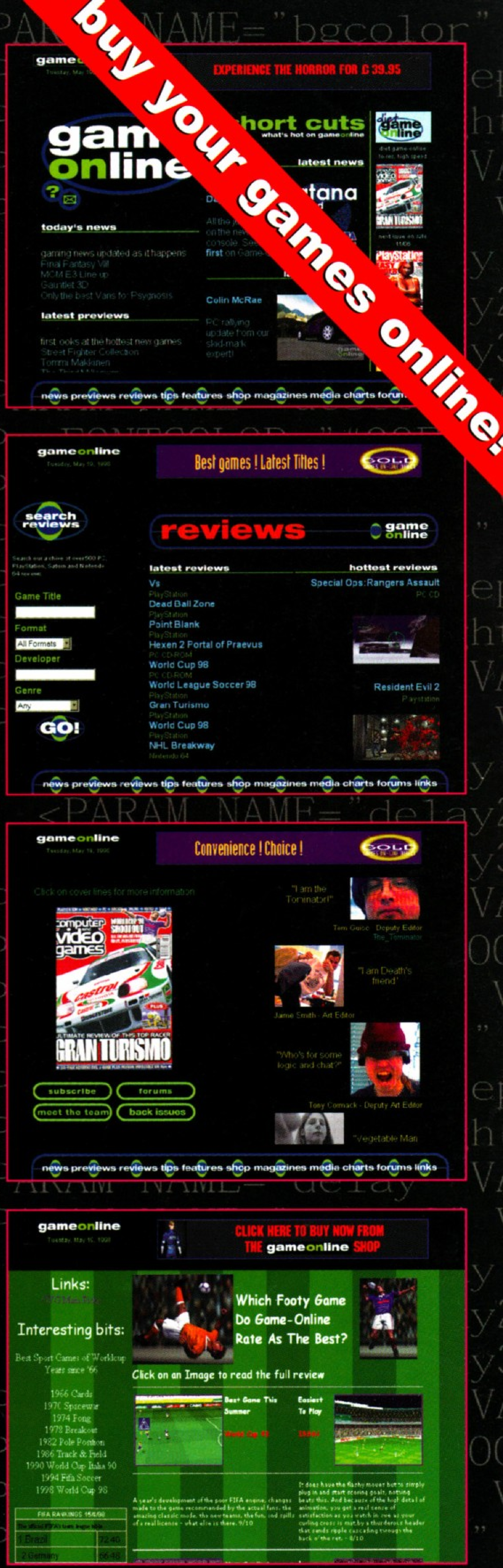


Ride me! Ride me like a wild stallion galloping headlong through the gates of oblivion, baby!

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